MAY 1992 No. 123
£2.20

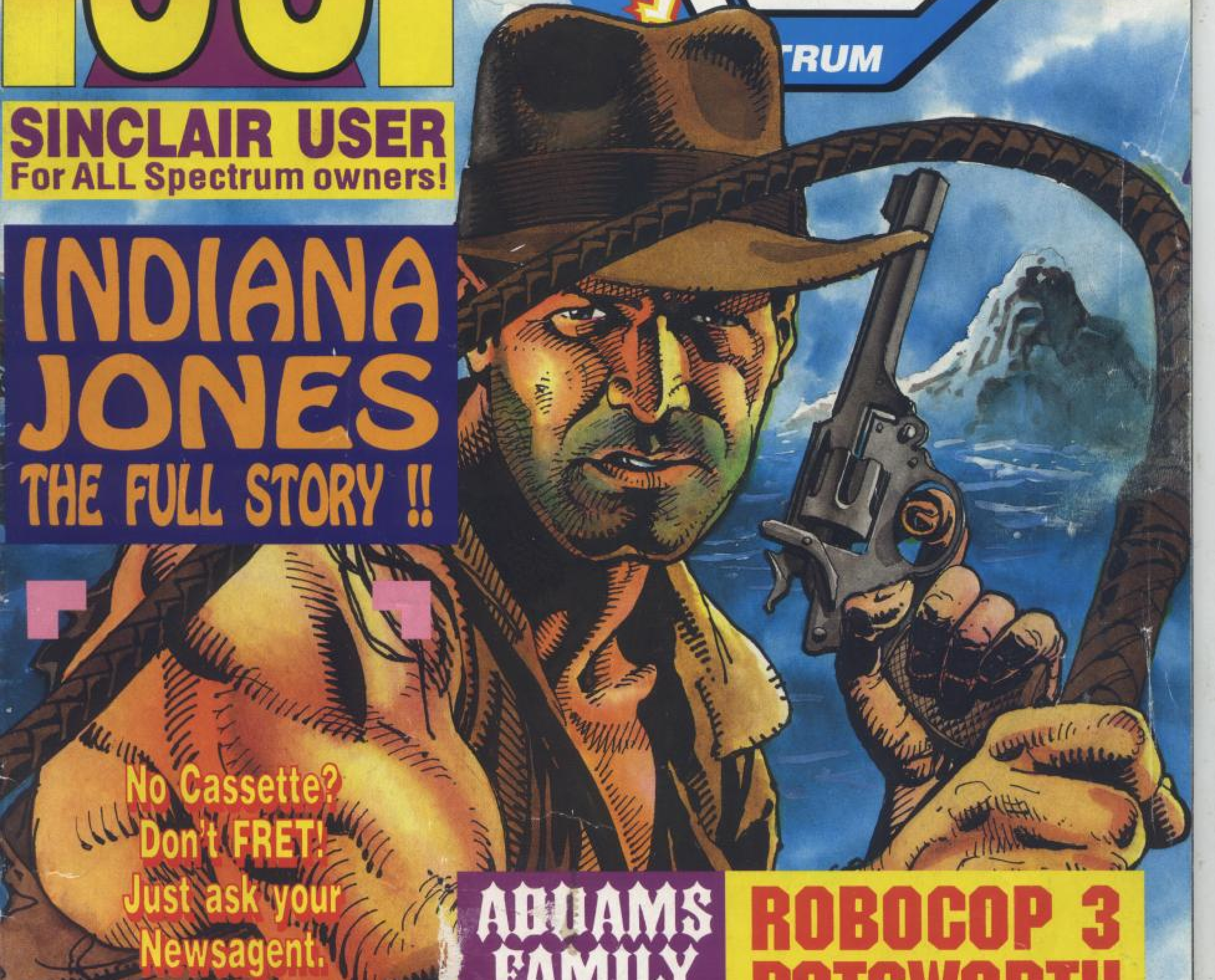
MEGATASTIC SPECTRUM ACTION

NOW INCORPORATING

CRASH

TRUM

SU
SINCLAIR USER
For ALL Spectrum owners!



INDIANA JONES
THE FULL STORY !!

No Cassette? Don't FRET! Just ask your Newsagent.

ADDAMS FAMILY



Are you scared YET?

ROBOCOP 3
POTSWORTH
REVIEWED

More than 24 games featured in SU's 10th Anniversary Issue

GREAT 8
Eight Mega Games and Utilities including Elites ROLLERCOASTER, MAGNETIC MOONS Pt. 1

PLUS SNARE Demo, The all action DEMON SLAYER, The Ultimate Assembler Utility, Yet another great Music Demo, Tips and Pokes.

05
9 770262 545038

contents





SOFTWARE



THE GREAT EIGHT 6

Well we've got it all this month: An ultra playable demo, **SNARE**, two platform games including the password prize game, Elite's **ROLLERCOASTER** and **DEMON SLAYER**. Part one of a superb three part Text adventure, **MAGNETIC MOONS**, an **ASSEMBLER UTILITY**, **MUSIC DEMO**, **POKE-MANIA** and of course **TIPS AMAZING**, That's 18 games cheats! What a corker!



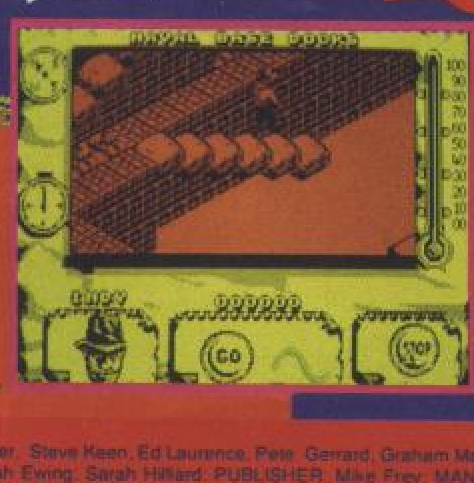
HACKING SQUAD 12

Hacking Hannah is back with her Tons of Tips, Piles of Pokes (ooh that sounds painful) and Solution City. There is a map for **Rick Dangerous**, levels three and four, solutions for **Dizzy V**, **Saga Of A Mad Barbarian** and **Lop Ears** and much, much more!

PREVIEW CITY

INDIANA JONES: THE FULL STORY. 26

A whole rundown of the history of the famous Lucasfilm character, past and present, including: **A super video and merchandise competition.**



REGULARS

EDITOR: Alan Dykes: DESIGN: Yvette Nichols: SU CREW: Garth Sumpter, Steve Keen, Ed Laurence, Pete Gerrard, Graham Mason, Philip Fisch; AD MANAGER: Tina Zanelli; AD PRODUCTION: Matthew Walker; Mr MARKETING: Mark Swallow; MARKETING LADIES: Sarah Ewing, Sarah Hillard: PUBLISHER: Mike Frey: MANAGING DIRECTOR: Terry Pratt; (c)1992 EMAP IMAGES - 071 - 972 6700 (Ting-a-Ling!). FAX 071- 490 1095 (bleep, bleep), SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU . Colour by Colourtech - Printed by Kingfisher, Typeset by Altyp Inc. Absolutely no part of this publication may be reproduced, stored in an electronic retrieval system or used to prop up televisions or other electronic equipment without the express permission of the publisher. Summer is almost here again folks so it's nearly time to start going down to the beach for some mega fun. Remember though, don't get sand in your Spectrum! It doesn't work very well if you do. Oh yes, sorry about Mother's day mum, hope you enjoyed your holiday! Pictures from Addams Family the movie were supplied by Columbia Tri-Star Films (UK). (c) COLUMBIA TRI-STAR

Hello Readers

There have been a great many changes in the Spectrum world recently. Amstrad have announced cessation of Speccy production, just as the Spectrum has reached it's tenth birthday, following cessation of the +3, the most advanced version of the machine this time last year. The SAM Coupe, advanced as the saviour of eight bit computing and capable of running existing Spectrum software has had a turbulent time. It never quite made it in its' original form but is now making new advances on a more modest basis, not just at home but abroad too. The SAM is a good machine but it's finding the competition very tough in the world of 16 bit + computing.

Full price software for the Spectrum, once the highest selling format in the computer games industry is sadly becoming, scarcer than hair on a bald man's head. Licences that were once guaranteed to make it onto Spectrum are now being held back while console games production steps up a gear. On the plus side the quality of games is definitely on the increase, existing licences like Addams Family and Indiana Jones look very good indeed, as do recent games like WWF and DD3, but sadly these biggies like these may not be around for much longer.

Hats off to the budget boys though. While the likes of Ocean, U.S. Gold and Virgin wind down the Speccy side of their operation it must be remembered that their budget re-release labels, Hit Squad, Kixx and Tronix still have a lot of top quality back catalogue games ready for your delectation. There are plenty of titles we simply couldn't afford to buy as full pricers that will make nice additions to any software collection as budgets and considering the current price of Console or 16-bit games these titles have to represent amazing value at £3.99.

As for the original budget houses, the Code Masters, Zeppelins and HI Tecs of this world, their games are not only getting graphically and playably better they are now actively showing up the few full price releases that are currently coming out, providing extremely good value at £3.99 for an original game.

So what of the future? Well as long as there are Spectrums out there to play games on, someone will be producing software for them. Adventure columns have always attracted flak from high flying arcade sim enthusiasts for being boring and repetitive but all you have to do is read between the lines and you'll discover that there are a lot of small companies out there that are producing a whole lot of damn good Spectrum software, despite rumours of the machine's imminent demise. Forget these rumours, the Spectrum will be around for as long as you or I want it to be and rest assured Sinclair User/Crash will be covering it too.

Alan Dykes.
Editor



SU CREW



Alan Dykes
The Big Guy has been out and about in the countryside this month - "There's nothing better than breath of fresh country air", he was quoted as saying from his cow pat in Somerset. Besieged by election campaigners earlier on in the month he decided to make a quick escape and leave editing the magazine to a large robot hand he's spent the last six months developing. It seems to work really well and most of the girlies in the office are pleased too because it doesn't try to chat them up as much as Alan or Garth did.

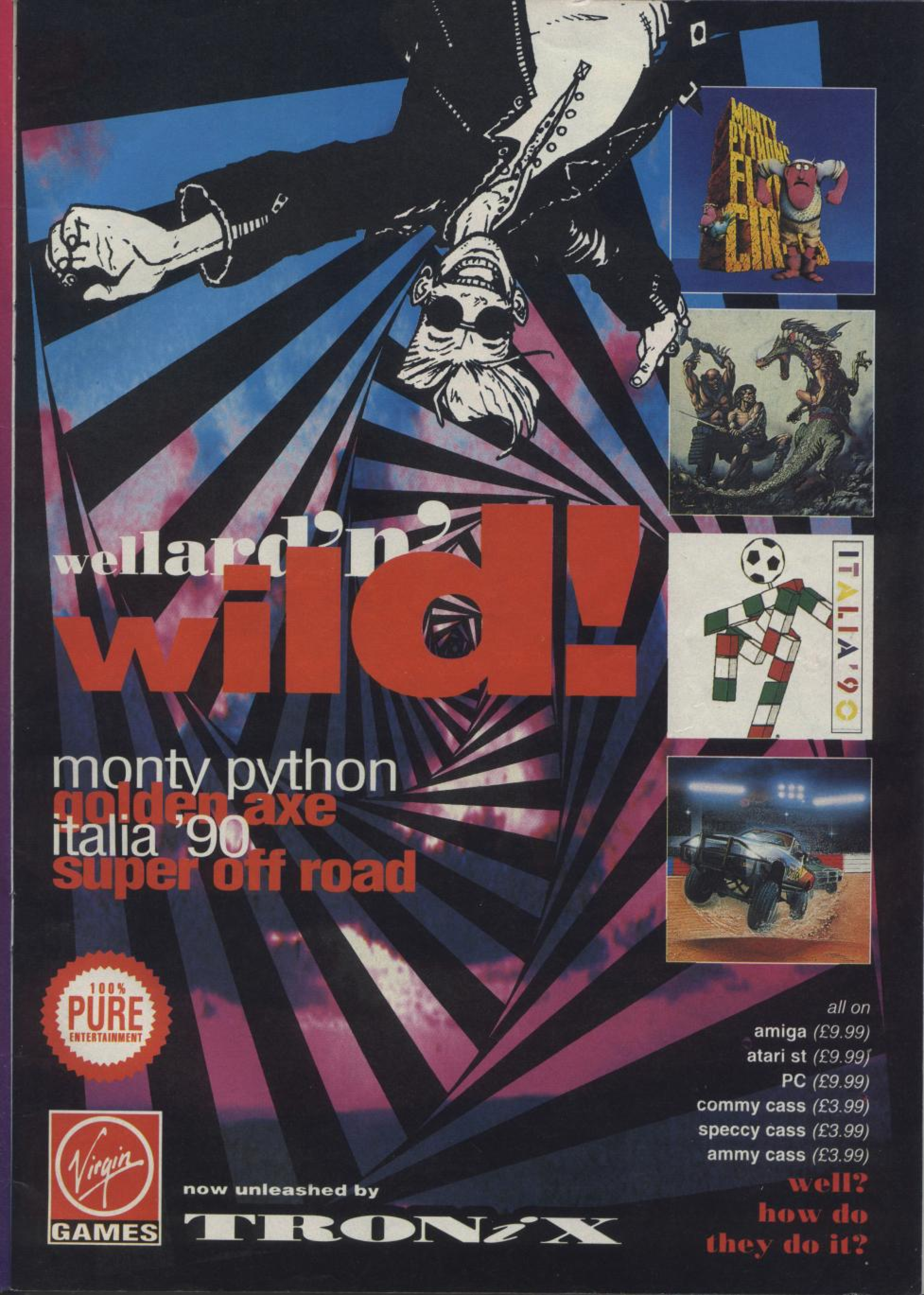
Yvette Nichols
Yvette, now known as the jet setting designer because of the fact that she has been all around the world while designing this month's SU, has been having a really good time. First she went to Africa, and sampled some of the local dance routines and food, then she went to France and sampled some culture and wine and finally she made her way back to New Zealand where she sampled some sheep and some rain. She's had a brilliant time and she wishes you all could have come with her but unfortunately her surf board wouldn't have been big enough for everyone. Pity.





Tina Zanelli
By the time you read this Tina will either still be an SU Crew member, a Labour MP for north London, or else an MP in the Italian parliment, such are her wide ranging talents. "If I get made an MP I will immediatly reduce VAT on Spectruum games to zero and put up VAT on all other games to 600 per cent!" This is the main part of her manifesto but she also intends to enforce a law requiring all cars to have at least one furry animal on their dashboard. Tina has been canvassing extensively, both in London and in Rome, and she hopes that the life of a minister will be easier than the life of an SU Crew member, with everything that entails!

Cyril Herelle
Limelight seeking Cyril is a new member of the SU crew, we got him from a second hand shop in west London and man does he have a second hand. In fact he has a first hand too and both of them are so big that ostriches have been seen nesting in them. Although we didn't actually see the ostriches there were a few suspicious feathers stuck around Cyril's lips. Cyril wants everyone to know (especially all the girlies) that although he looks like Mike Tyson, he fights like Mike Tyson and eats dinner like Mike Tyson he is in fact a big old softie who loves his dog and his Spectrum dearly.



wellard'n'
wild!
monty python
golden axe
italia '90
super off road
100% PURE ENTERTAINMENT
ITALIA '90
all on
amiga (£9.99)
atari st (£9.99)
PC (£9.99)
commy cass (£3.99)
speccy cass (£3.99)
ammy cass (£3.99)
well?
how do
they do it?
Virgin GAMES
now unleashed by
TRONiX

THE GREAT

Every month we bring you the best available software on the Great Eight, all you have to do is load 'em and play 'em. Included this month are two very playable platform/arcade games, the password prize game Rollercoaster and Demon Slayer. One of the finest text adventures available on Spectrum is Magnetic Moons and we've got part one on tape as well as an ultra playable demo, Snare, the latest offering from E.S.D. Add to this incredible bunch the second SU mega music demo of the year, an Assembler utility and of course Tips Amazing and Pokemania and you'll out that find the Great Eight is unbeatable. We hope you enjoyed last month's (rather easy) competition game, this month we have yet another quality password prize game - Elite's Rollercoaster. See instructions for password clue. Don't worry though you should have another chance to win a super prize with a new competition game soon.

MUSIC DEMO

Yes it's another amazing sampled music demo. Plenty of graphic action and the best sounds around on the Spectrum. The first of a series of popular games music.

CONTROLS

Top row numeric buttons - there are ten demos available on this program.

ROLLERCOASTER

- Load In 48K Mode

By Elite

This month's prize game Rollercoaster is a mayhem filled ride through some of the toughest rollercoasters you've ever seen. The basic idea behind the game is to guide your sprite (who looks a little like Mr. Ranger out of Yogi Bear) through various fairground obstacles and collect the tons of lurvly dosh which is lying around in sacks all over the rollercoaster and the surrounding area.





This is quite a difficult thing to do as you will find out. As well as a moving rollercoaster car there are various platforms which move mysteriously, wheels, spikes and lots of other dangerous objects to deal with. You start out with ten lives but believe me, until you get used to the game these won't last very long.

Here are some helpful hints for starting out, the rest is up to you:

Avoid long falls, they will definitely take away a life.

Avoid water wherever it is, one touch is lethal.

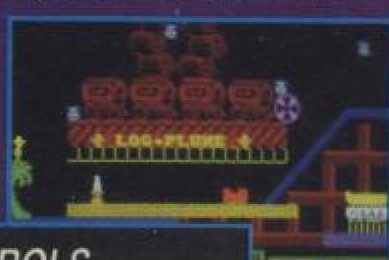
Go back some way if you want to jump accurately as the main sprite doesn't seem to know how to do a short jump.

Make sure your sprite is in the hole in the middle of the roller car whenever there is an overhang on a rollercoaster, otherwise he'll die.

Avoid touching rollercoasters at all costs, they're lethal.

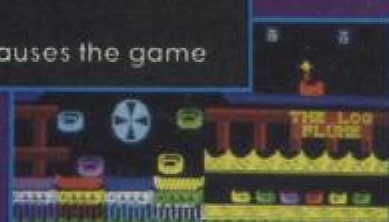
When jumping off a car to catch a money bag that's hanging in mid air try to get as far forward on it as possible and don't overdo the jump or else you'll miss the vehicle and land on the rollercoaster, resulting in certain death. You'll then have to go all the way back to the beginning of the level.

Rollercoaster does involve a moderate amount of brain work as well as quick reacting keyboard fingers as deciding on the right money bags to go for and the right way to go about getting them without losing your head is very important.



CONTROLS

- Q - up
- A - Down
- O - left
- P - right
- M - run
- Edit - pauses the game



Because Rollercoaster is a prize game you must possess a password to load and play the full game. There are basically four ways to get the password for Rollercoaster. (A) You Guess it. (B) You solve the password clue (below). (C) Get some help with the Clue by phoning our password hotline (the number is below). (D) Wait until next month when we'll print the answer to the clue.



THIS MONTHS CRYPTIC PASSWORD CLUE : It wreaks Havoc In A Storm and Then Causes You To Sigh.

If you simply can't figure out the password then try phoning our Prize Game hotline on the following number:

0839 500 819

Calls are charged at 36p per minute cheap rate and 48p per minute at any other time. Calls should last for between one and two minutes. Always remember to ask permission if you don't pay the phone bill.

The password for Rollercoaster will be printed in next month's issue.

VERY IMPORTANT: WHEN LOADING ROLLERCOASTER, STOP THE TAPE AS SOON AS THE "ENTER PASSWORD" MESSAGE COMES ON SCREEN. HAVING TYPED IN THE PASSWORD AND PRESSED ENTER, WAIT FOR A FEW SECONDS AND THEN START THE LOADING ROLLERCOASTER AGAIN. IF YOU CONTINUE TO LOAD THE GAME AFTER THE PASSWORD MESSAGE COMES UP ON SCREEN WITH OUT STOPPING THE TAPE IT WILL NOT WORK EVEN IF YOU THEN TRY TO ENTER THE RIGHT PASSWORD.

POKEMANIA



More load in pokes from the prince of Pokedom, Graham Mason. Choose the poke you want, load it on in and then load your game It's as easy as that. But don't trust me - try it!

TIPS AMAZING

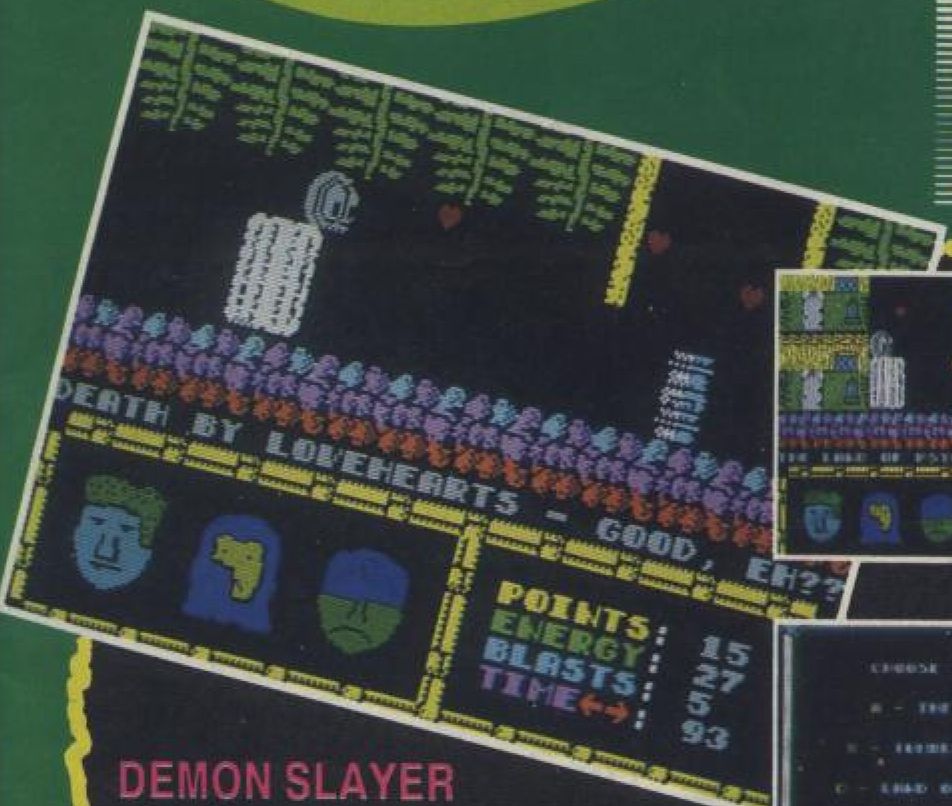
- Load In 48K Mode



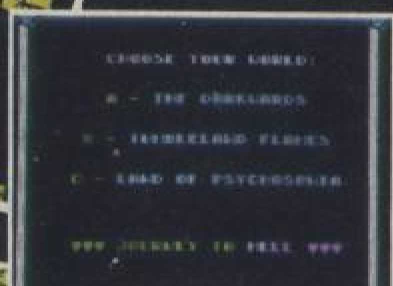


Lee Thompson, who has recently announced that he may be changing his name to 'Sam' Thompson has another 18 amazing tips for your games playing enjoyment. Check these out:

Arkanoid 2
Double Dragon 3
Final Fight
Game Over 2
WWF Wrestlemania
Dizzy Down The Rapids
Impossamole
P47 Thunderbolt
Pro Boxing Simulator
Footballer Of The Year 2
Midnight Resistance
Rainbow Islands
Total Recall
Strider
Operation Thunderbolt
Back To The Future 3
Last Ninja 2
The Simpsons











DEMON SLAYER

- Load In 48K Mode

Take the part of Blob the blob, a cutesy bug who works for the sorceress Liggs Kragvarda, the local goddess of death. Liggs has been having a big problem recently because a trio of demons have taken over the planet and are preventing her from redeeming lost, dead souls from the land below. There are three worlds, each ruled by different demon. The world of the Darkwards is ruled by Melon Head, the world of Flames is ruled by a cowled monkey called Seggraia and world three, Psychosonia is ruled by none other than Psychosonia herself the evil witch demon.

You get a choice of which level to start on but ultimately, to complete the game you must, of course finish all three levels.

Once you've been beamed down to the planet Blob must travel through a horizontally scrolling landscape with lots of obstacles and enemies. The obstacles are in general easy to negotiate as Blob is equipped with a jet pack, enabling him to fly around with ease. However the enemies, which look like harmless hearts but are in fact heartless harmers will, upon contact quickly sap your energy and then, I'm afraid, it's straight back to the start of the game!

To defend himself against these enemies Blob is equipped with a blaster which will disable everything on a current screen. Unfortunately however you only get five blasts to start off with so be careful when using them or you could end up completely defenceless.

During the game you can pick up extra blasts, health points, scores and time by landing on flashing tablets. When Blob does this you end up playing a sub game where the object is to try to stop a moving arrow in front of whatever power up you want. This is very much a game of chance but it does add spice to the overall game. There is also a sub game at the end of each level where you destroy the demon in question by aligning all the white chromozones on the screen and destroying all the others.

CONTROLS

Q - up
A - down
O - left
P - right
BOTTOM ROW KEYS - fire
1 - quit

THE GREAT 8



MAGNETIC MOONS

In the first of this three part adventure you play the of a spaceship crew member whose ship has been dragged down on to a strange moon by a tractor beam and now lies in the grip of a magnetic feild, unable to take off.

Your captain calls for volunteers to seach for the source of the magnetic field and you are one of the first to step forward, this is how the story begins.

It is now up to you to help find a way to solve the problems of the spaceship. Magnetic Moons is a text only adventuer with full interaction among all characters and excellent descriptions of the ship's and moon's surroundings. Good Luck!

SNARE

48K/128K/SAM

Snare is the fully playable five level demo of the 30+ level game which we've previewed on page 52. Rescue the princess' gems from the lair of the aliens, planting bombs and avoiding death.



CONTROLS

Q - up
A - down
O - left
P - right
SPACE - Fire
R - re-start a level

SPECTRUM ASSEMBLER

A full description of the functions and controls for the E.S.D. Assembler. Assembles in 48K, 48K+, 128K, 128K+, +2, +3.

LOADER
Instructions in one column, one column for display.

DATA INSTRUCTION
This Assembler doesn't support DEFM, DEFB, etc. Instead one command suffices for the whole lot.
SYNTAX
10 DATA "WORD*",254, & ,1, ADD 2,5

VIEW
List: List syntax
Syntax: start line number finish default 10,65535 V start line number stop line number. V label: list the line contain label and the next 19 lines.

DELETE
Description: Deletes line you are on.
Syntax: D start line number end line number. Default value for the second number is the first number.

CALL
Description: Call routines, displays registor, flags, etc.
Syntax: C address.

RENUMBER
Description: It renumbers.
Syntax: R step default 10.

EDIT
Description: It edits.
Syntax: E linenumber.

NEW
Description: Clears file.
Syntax: New.

SAVE
Description: Saves source code.
Syntax: S filename.

LOAD
Description: Loads source code.
Syntax: L filename.

ASSEMBLER
Description: Converts your code to machine code.
Syntax: Start set. Z

PRINTER
Description: Puts printer on or off.
Syntax: P1 off/P2 on.

ORG
Description: Organises assembler language. BEWARE! Assemble code starts at 50,000, source code is stored from 25,000 upwards.
Syntax: 10 ORG address.

DISPLACEMENT ORG
Description: It allows the code to be assembled to a sudo location.
Syntax: 10 ORG true address final location of code.

EQUATE
Description: Equates e.g. 10 EQU label: value write new Syntax: A linenumber location automatic line stop value entry, enter the @ at the end to finish.

CHANGE SCREEN COLOUR
Syntax: Attrib value and to make value type 128 times the first value flash plus 64 times the brightness plus 8 times the paper plus colour.

COMMENTS
Description: You can add the comments to the end of the line. e.g. 10 LD D,T ;B= counter (,) new instuction comment can be a line on it's own.
Syntax: 10 : the comments.

GET LABEL VALUES
Description: Views all.
Syntax: G for next label.

TAB
Description: Tabs.
Syntax: Press ente.r

MENU
Description: Opens menu. Syntax: M.

MISCELLANEOUS
Hexidecimal a & sign after the hexidecimal.
Quote only allowed a string longer then 1 in a data statement.
Label, put a colon after all labels, labels can have up to 10 characters.

WELCOME TO SU

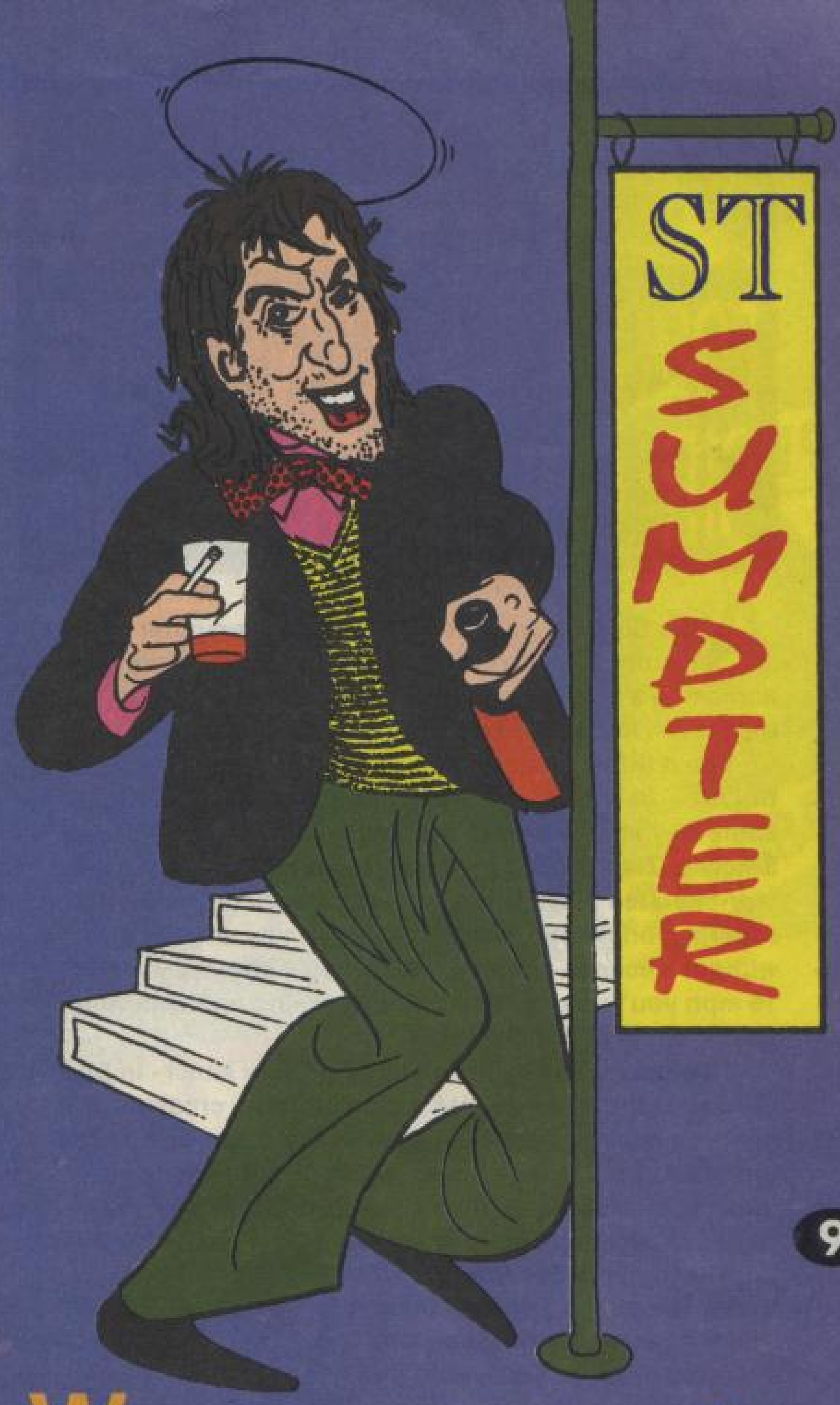
Picking up your latest issue of Crash or receiving it through the post you may have noticed a slight difference. Yes, you're now reading Sinclair User aswell! We've just incorporated Crash into SU and created the ultimate Spectrum Games mag for the nineties. This means that the two oldest (remember this is SU's tenth birthday aswell as the Spectrum's) and best Spectrum mags are now joined at the hip. Sir Europress (who got the mag from Newsfield at the end of last year) gave the bride away to Lord Emap at the beginning of March in a most spectacular move.

To regular readers and subscribers this means that you get even more fun, facts and features than before, giving you double the value for money and double the helping of the hottest Spectrum action around!

CRASH ZX SPECTRUM

For subscribers to both magazines this means that from now on you'll receive SU incorporating Crash through your postbox every month. What more could you ask for. Indeed if you do want to ask for more I just happen to have a telephone number that might be of help... (0858) 410 510, that's our super subscriptions line and any subscription queries should be addressed through this number.

In the meantime I hope you enjoy the new Spectrum super mag SU/Crash! So keep on reading and keep on Speccing, good luck... BIG AL'.



We were all surprised by the shock departure of Garthypoos from the magazine last month. And none more than Big Al' who inherited his fine collection of portable razors (unused) and toilet paper (used frequently). Well now all can finally be revealed about the departure of SU's erstwhile editor... he has become a Saint! Yes indeedy, word is that the lad Sumpter has just joined the likes of Peter and Paul up there in Saint-dom! Unfortunately no two Saints can have the same name and there is already a St. Garth, inducted in the 15th century for holding onto his religion despite being tortured by heathens. So Garthy has had to change his name.

Rumour has it that although he was recently heard walking around singing his favourite song, 'Losing My Religion' with great gusto, the powers above (Lord EMAP in fact) have changed his name to 'Review' (presumably in honour of his many years service as a reviewer) and then made him a Saint. St Review (as Garth is now known) spent over two years working for Sinclair User as staff writer, deputy editor and finally editor, for which he was paid a total of £5 million. He previously worked as a staff writer for Crash for which he was paid four shillings and sixpence (it was a long time ago).

We're naturally all very sad to see Garthy go, but he must now head off into the wild blue yonder and set up his wind-up Punch and Judy show in the Bide-a-wee rest home for the elderly and bewildered where, after all, he was always popular. Never mind though, he's promised to keep in touch and even write the odd review. Three cheers for ST Review, Hip, hip......

ZIKES!

FORGET THE CLIVE DRIVE SIR CLIVE RIDES AGAIN

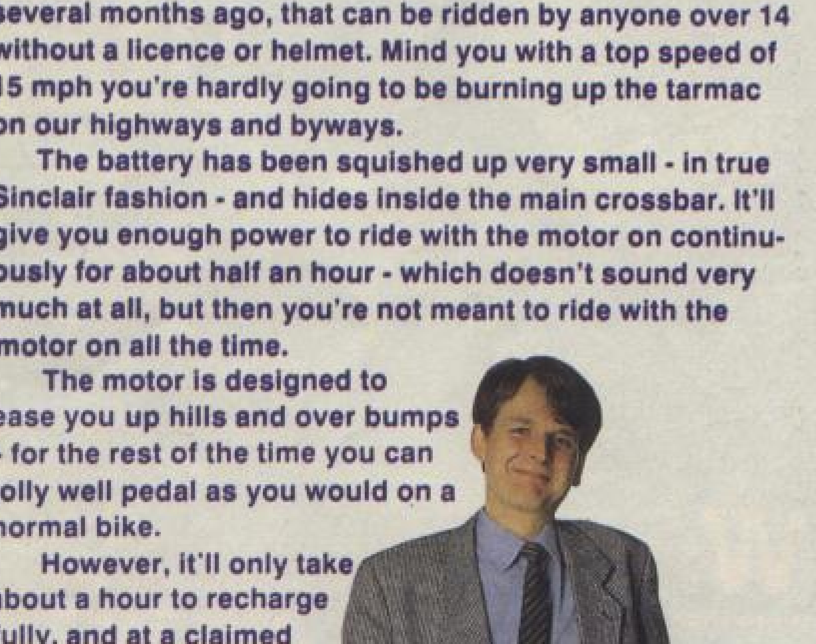
After Sir Clive invented the greatest computer in the history of the universe, he went off the rails a bit, launching a strange business machine called the QL, and then, even more bizarrely, the infamous C5.

You'd think, after the C5 debacle, that he would lie low. But no... he's back, it's black and it's called the Zike. In some way known only to our favourite inventor, Sir Clive Sinclair, 'Zike' stands for Zero Emission Bicycle. It's a battery-operated bike, which we first brought to you attention several months ago, that can be ridden by anyone over 14 without a licence or helmet. Mind you with a top speed of 15 mph you're hardly going to be burning up the tarmac on our highways and byways.

The battery has been squished up very small - in true Sinclair fashion - and hides inside the main crossbar. It'll give you enough power to ride with the motor on continuously for about half an hour - which doesn't sound very much at all, but then you're not meant to ride with the motor on all the time.

The motor is designed to ease you up hills and over bumps - for the rest of the time you can jolly well pedal as you would on a normal bike.

However, it'll only take about a hour to recharge fully, and at a claimed cost of just 1p too. You just plug the recharge unit into the battery and a 3-pin wall socket and leave it to soak.

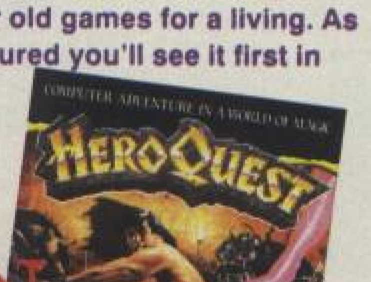


All this will cost you £499, including VAT, battery and charger and delivery to your home. So look out (especially when crossing the road) for maniacal Zike merchants from about June onwards.

SON OF THE EMPIRE

Empire, suppliers of many Spectrum Classics in the past have now sadly stated that they have no Spectrum full price products planned for the foreseeable future. However it was revealed that they are now planning a new budget and re-release label named 'Touchdown' which should be hitting the shops during the summer. They plan to dust off many of their past licences and bring them back out to a new audience at a budget price point. They also have plans to launch new products on this budget label, not simply relying on their old games for a living. As soon as anything is out rest assured you'll see it first in SU/Crash.

PUT A GREMLIN IN YOUR COMP!



Gremlin, whose latest product, Space Crusade has hit the big time as a mega board game conversion has just launched the latest development of their last great hit, Heroquest. No, unfortunately it isn't another game it's a combination pack of the first one and its' add on follow up - Return Of The Witchlord. These games both won awards when reviewed here last year and this combination pack, priced at £12.99 will provide literally months of value entertainment. If you haven't already got Heroquest and would like some genuine role playing action then this you won't get much better than this pack.

SPECTRUM BASH

Last month we announced that the Spectrum was having a birthday party. We also announced that it was a bit of a closed event, only for the big nobs in the Speccy world. Well we were wrong! Yes, there is going to be a party but there isn't restricted entry, instead anyone can go, and go they should - you'd never know who you'd meet. As we said last month all the people who made the Spectrum possible a decade ago, including, hopefully, Sir Clive the main man will be there along with lots of lovely sideshows, beverages and of course Spectrums.

The venue for the bash is the University Conference centre in Cambridge, right beside the river and close to the bus and railway stations. It will take place at 2.00 PM in the top floor Riverside Suite and South Lounge. Gate crashers will be hit over the head with ZX81s or QLs so don't even try it. Tickets are available from the following address at £7.50 each (maximum of two per order) and please send an SAE: ZX 92 24 Wyche Avenue, Kings Heath, Birmingham, B14 6LQ. And remember tickets are limited so it's strictly on a first come, first served basis.



Calls cost 36p (cheap rate) and 48p (at all other times) per minute inc. VAT. Please ask permission before you call. Winners will be notified by post at the close of the competition. A winners list or a full list of rules is available by sending an SAE to: Megafone, Sandylands House, Morecambe, Lancs LA31DG. The maximum length of call is approximately five and a half minutes which will cost £1.98 at cheap rate. Competitors are required to answer multiple choice questions and a tiebreak answer.

HACKING SQUAD

Another month, another Tips section and this time we're under a new leader. That old reprobate, Garth has slunk off to another part of the SU labyrinth and rumor has it he's been sighted wearing a suit and tie (faint) and has shaved off his beard - if you could call it a beard. Anyway, Big Al is the big boss man now and I just want to say what a handsome, intelligent, wonderful human being he is. I feel honored, nay privileged to be working under his expert guidance. What a lucky, lucky girlie tipster I am. This issue, we've got some mega solutions to help you slog through games you thought had you well and truly beat. There's also the usual selection of POKEs and tips as well as some of your questions answered in the Help!

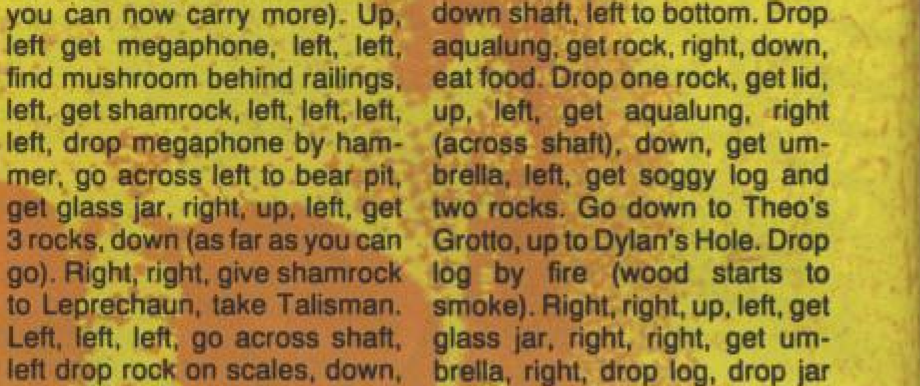
SOLUT



Dizzy emerges from the tunnel. This solution should help you too.

DIZZY V

After months of hair-pulling and hours of frustration, Alex Wood and his chum John Williams from Machynlleth in Powys (that's Wales) have completed Dizzy V and have v. kindly sent in the complete solution. And it must have been tricky because Alex claims that he finished Terminator II five hours after bringing it home from the shops and did the same with Hudson Hawk. We are all suitably impressed, you able Welshman. Anyway, onto Dizzy V and what you do, how you do it and what you do with it. Left to quarry. Get 1 rock, jump onto mushroom on clouds. left, left to lake get on the whale and get brake shoe. right, right, right, right, right, right, drop brake shoe. Jump onto mushroom on the cloud above, drop rock, down, get 1 rock, right, right, right, get rock from cloud, right, down (2nd left to Theo's grotto). Up to Dylan's Hole. Drop rock, get hammer, right, down, right, right, go across to mine shaft, right, right, straighten track, left, left, drop hammer by windy shaft, drop rock, up, left, get one rock, back and collect brake shoe, right, down, first right, drop rock, fix brake shoe to cart, get in cart, right, get bag (this means that you can now carry more). Up, left get megaphone, left, left, find mushroom behind railings, left, get shamrock, left, left, left, left, drop megaphone by hammer, go across left to bear pit, get glass jar, right, up, left, get 3 rocks, down (as far as you can go). Right, right, give shamrock to Leprechaun, take Talisman. Left, left, left, go across shaft, left drop rock on scales, down, left, talk to Grand Dizzy. Take ear trumpet. Right, up, right, up (to mine shaft). Drop trumpet by megaphone. Right, in cart, leave cart, left, down, right, the Beast is mesmerized by the Talisman. Right, get aqualung, left, left, drop Talisman. left, left, left, left, left, left, up. Go to Lake. Left, left, left, left, left, left, get soggy log. Right, right, right, right, right, right, right, right, drop log. Take three rocks down shaft, left to bottom. Drop aqualung, get rock, right, down, eat food. Drop one rock, get lid, up, left, get aqualung, right (across shaft), down, get umbrella, left, get soggy log and two rocks. Go down to Theo's Grotto, up to Dylan's Hole. Drop log by fire (wood starts to smoke). Right, right, up, left, get glass jar, right, right, get umbrella, right, drop log, drop jar under beehive, get jar, left, left, drop umbrella. Get one rock, go down to Bear Pit, drop jar between bear and mushroom (and run like mad). Jump, over bear, left, up, right, get pepper and bones, right, left, left, right, over bear and wait. Get glass jar, right, up, left, drop jar and bones, go to Lake on the whale and make him sneeze near the hill (not the cliff). Up, right, get



Glug, glug. I've always thought... That eggs could float! Dizzy takes a bath

section. Keep those big brown envelopes rolling in. It just makes my heart swell with pride when I see the ancient SU postie staggering up eleven flights of stairs with that bulging sack on his back. You truly are wonderful people.



Hi, I'm Hannah, and I always smile like this!

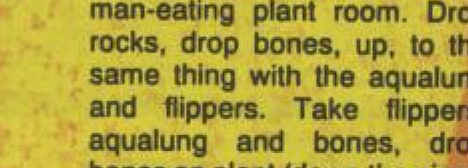
INDEX

TION CITY



This Whale is the culprit! It looks innocent enough but don't believe it.

flipper, down, left, get on whale. Now make him sneeze by the cliff. Up, left, left, talk to Denzil, take ZX81, drop pepper, right, right, down, right, right, right, right, right, drop ZX81, aqualung and flippers. Get three rocks and take bones to the man-eating plant room. Drop rocks, drop bones, up, to the same thing with the aqualung and flippers. Take flippers, aqualung and bones, drop bones on plant (down the pipe). Right, right, right, right, swim up and talk to Daisy. Take ring, down, left, left, left, left, up, drop ring, back into plant, left, left, get seaweed, right, right, up, left, drop bones, take ring, up and right (into Control Room of Substation). Drop aqualung and flippers, left, up, get two rocks, drop ring and seaweed on start screen. Right, down (to where you left the hammer). Down right, take aqualung and flippers, plug in ZX81, right, down pipe, right, sown, right, right, hit the plug with the hammer (the station floods). Drop hammer, swim up to Dozy and talk to him. Take pillow, go down in pipe, get fishing net (even though it looks nothing like one). Left, left, up, left in pipe, drop aqualung and flippers, left, take ZX81, left, up, top left, drop pillow and ZX81, left into deep pit, use net on Pogie, take collar, right, drop collar, take glass jar, lid and umbrella, right, up (on wind), left, up, catch firefly. Down, down, drop umbrella, left, get one rock, get seaweed, down, first right, right, right, right, right, right, up, left, drop seaweed, left, talk to Dora, get slipper, right, right, down, drop jar and lid, left, left, left, left, left, get ear trumpet and megaphone and take to the top. Now you should have everything to rescue everyone except Denzil. Get two rocks and ear trumpet and megaphone and go to Dylan's Hole. Talk to Dylan with megaphone, take vibes and release Dylan and Grand Dizzy. Repeat until you've rescued everyone. Rescue Theo and collect cloth, sticks and tape. Sticks are in Dylan's Hole (far wall), the cloth is in the far wall of the power station (you've guessed it - the illusion returns. The tape is in the far end of the watery passage (for the last two you will need flippers). Make kite and get on windy shaft. Right, right, get drill bit, left, up, left, put bit on machine and...you've completed Dizzy V! And just in case you thought we'd forgotten (which we hadn't honest, no-not-at-all, not us), here are the locations of the stars. 1 - above start screen. 2 - by windy shaft. 3 - on cloud above quarry. 4 - on cloud by fireflies. 5 - on cloud below 4. 6 - behind grass in quarry. 7 - on vast lake. 8 - on sheer cliff. 9 - behind grass in woody grove. 10 - behind leaves in woody grove. 11 and 12 - on clouds above woody grove. 13 - in spooky cave. 14 - in mine shaft. 15 - in mine shaft. 16 in ore crusher room. 17 - behind chain on ore crusher. 18 and 19 - behind fence on rickety bridge. 20, 21, and 22 - all above rickety bridge (use mushrooms). 23 - in watery passage. 24 - behind red reeds in watery passage. 25 - far end of substation. 27 - corner by graphics sign (power station). 28 - behind lattice railing in power station. 29 - by Leprechaun. 30 - in reservoir. 31 - in beast' lair. 32 - in top bear pit. 33 - in spare ore crusher. 34 - in watery passage (need flippers). 35 - behind leaves in crystal tree. 36 - behind railing above Theo. 37 - behind reeds in plants' roots. 38 - behind furthest reeds. 39 - in flooded chamber (plain view). 40 - and finally, by Daisy.



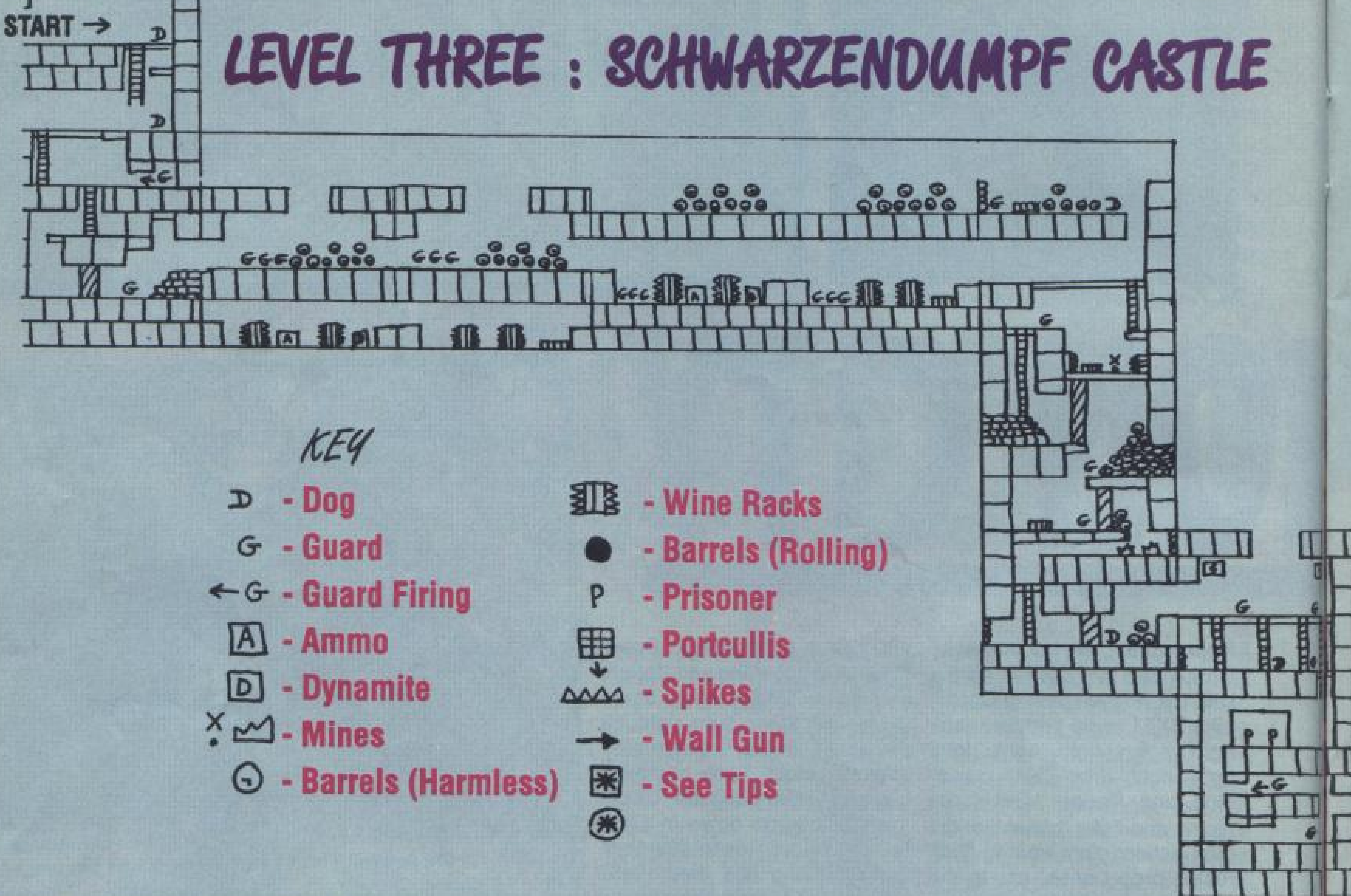
Courtesy of a whale and bad gameplay.

HACKING SQUAD

RICK DANGEROUS

Rick Dangerous, reviewed in this very issue as a budget re-release has always been a fave game - and a difficult one. Now, thanks to Mark Longhorn, sometimes known as "Mac The Map" we have a mapped solution to levels three and four of Rick. Starting below and continuing on page fourteen these maps take you through Schwarzendumpf Castle and the secret missile base. Best of luck, you'll need it to get this far! Thanks Mark.

LEVEL THREE : SCHWARZENDUMPF CASTLE



HACKING SQUAD

SOLUTION CITY

SAGA OF A MAD BARBARIAN

And if storming through Dizzy V wasn't enough - here's the solution for Saga of a Mad Barbarian, courtesy of David Banks who lives in Chilton in County Durham. Take it away, Davie lad:

As usual S=south; N=north; E=east and W=west. S get sword. N, N, get statue, get tapestry. S, W, S get key, get jar. N, E, E unlock gate (with key). E, N, W get ball. E, N, E give ball to Vicky, get lock pick. W, W get turnip. N, E kill Robin (with sword and you now get a steel headband. W, W, W, get glue. E, E drop key. N nut the rock and it crumbles, go into tunnel. Get armor from the armory. E, E get chest, S use glue (to slide over ice). Use lock pick on gate, give armor and that's it - Game Over!

LOP EARS

Philip Hutchinson from Coventry has been extremely busy. His envelope was literally bursting at the seams. Unfortunately Big Al doesn't give me enough pages to include everything, but here's your Lop Ears solution which might help some poor soul.

Go right and down the second hole past the dog. Continue right and pick up the key. Jump right until the second pile of boxes. Jump up and left and get the cabbage. Go down the hole and right and give the cabbage to the rabbit. Continue right up the hole at the end of the tunnel and then go left to the post box. Get Opener go to Scissors, drop Opener, get Scissors and mix objects. Drop Scissors, get Opener, right, down hole, left, drop Football and get the Pump. Up the first hole you see. Left to Can. Drop Pump and mix again. Drop pump and go back to the Football. Pick up Football, left to an opening which you shouldn't have seen before. Left to Pond. Use Football at the very edge and you'll get across. Under the tree with the acorn on its branch, use the balloon. Exchange balloon for the acorn. Go right and down hole. Left, up hole, right to Squirrel. Give him the acorn. Drop football, get bone go right, go back, get bucket. Use it at the pond. Go right, down, left, up, down left hole. Left and up. At this point you should have the bone and bucket of water. Left (the dogs can't get you while you have the bone.) Use water at the fire and you're home!

HANNAH'S POKES

HACKING SQUAD



KAMIKAZE: POKE 6FA5,00 - LIVES

Someone called Simon - the surname is totally illegible, looks like something got spilled on your letter - from Crewe in Cheshire has been busy POKEing. Here are his contributions.

BUTCH HARD GUY: POKE 8A4,00

FAST FOOD DIZZY: POKE 4784,70 - LIVES

GREMLINS 2: POKE 90CFFE - 255 LIVES

WIZARD'S LAIR: POKE 52056,0 - ENERGY

TRANTOR: POKE 52221,0 - LIVES



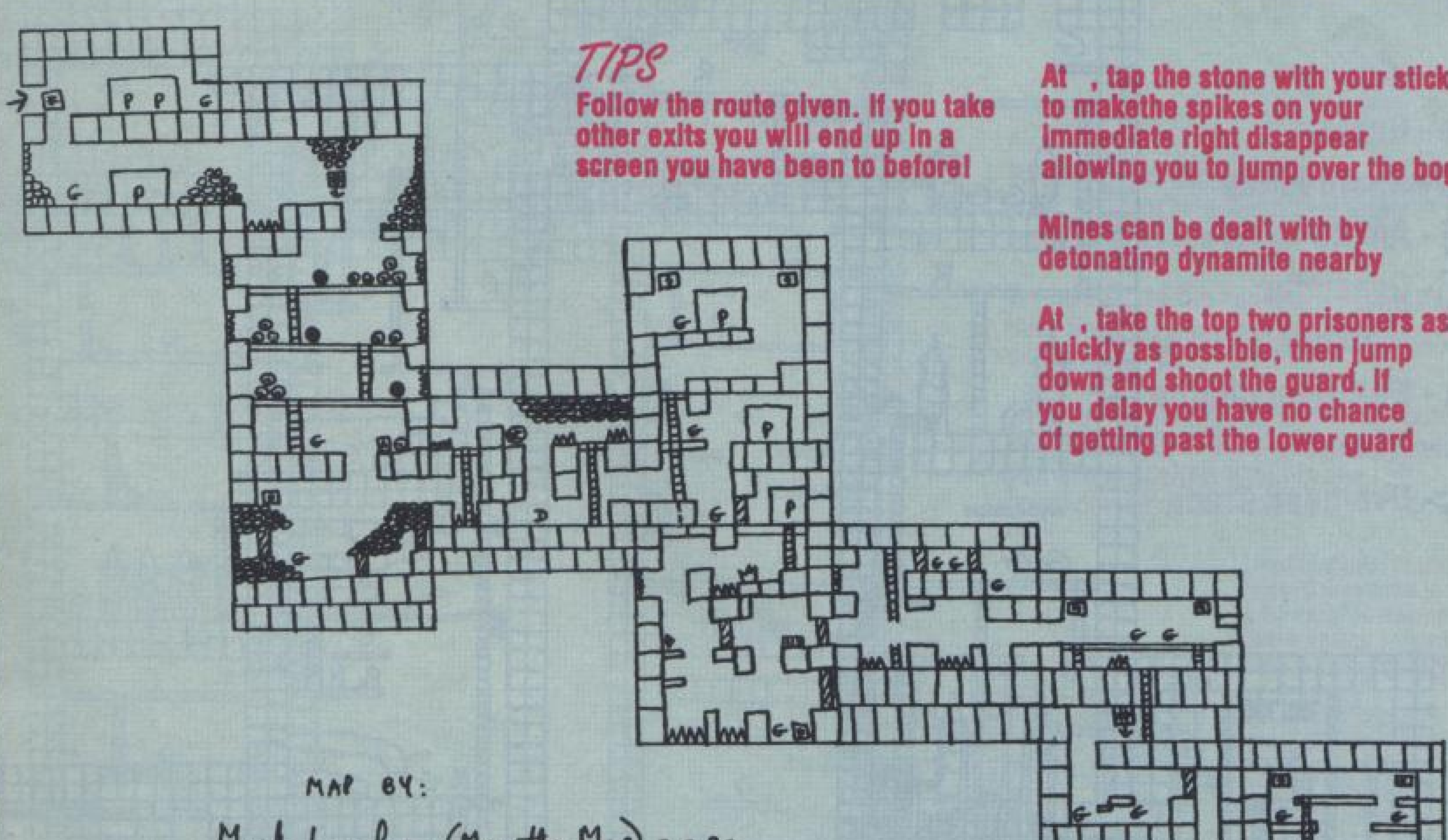
MAGICLAND DIZZY: POKE 7368,00 - LIVES



KIWKSNAX DIZZY: POKE 37621,173 - LIVES



OUTRUN: POKE 39204,0 - TIME



TIPS

Follow the route given. If you take other exits you will end up in a screen you have been to before!

At , tap the stone with your stick to makethe spikes on your immediate right disappear allowing you to jump over the bog

Mines can be dealt with by detonating dynamite nearby

At , take the top two prisoners as quickly as possible, then jump down and shoot the guard. If you delay you have no chance of getting past the lower guard

TO LEVEL 4 →

HACKING SQUAD

TONS OF TIPS

You can blast those suckers out of the skies. "Hey maaan, there's bogies all over me...."



That's right, stay at the back of the screen, now shoot like a madman.



Did you know that sharks never sleep? Well this game won't give you any either. Hopefully Simon's tip will help though.

Simon Helsdon from Newbury in Berkshire has some interesting tips which will appeal to all those people who think that complete solutions and POKEs ruin games. The simple remedy to this is - don't use them! Anyway, here's some of Simon's tips:

TOP GUN

To defeat an enemy quickly, line them up on your radar so that they're straight ahead and then switch to missile mode so that as soon as they appear in front of you - blam!

FLYING SHARK

Stay at the back of the screen and you will have more time to react to enemy fire.

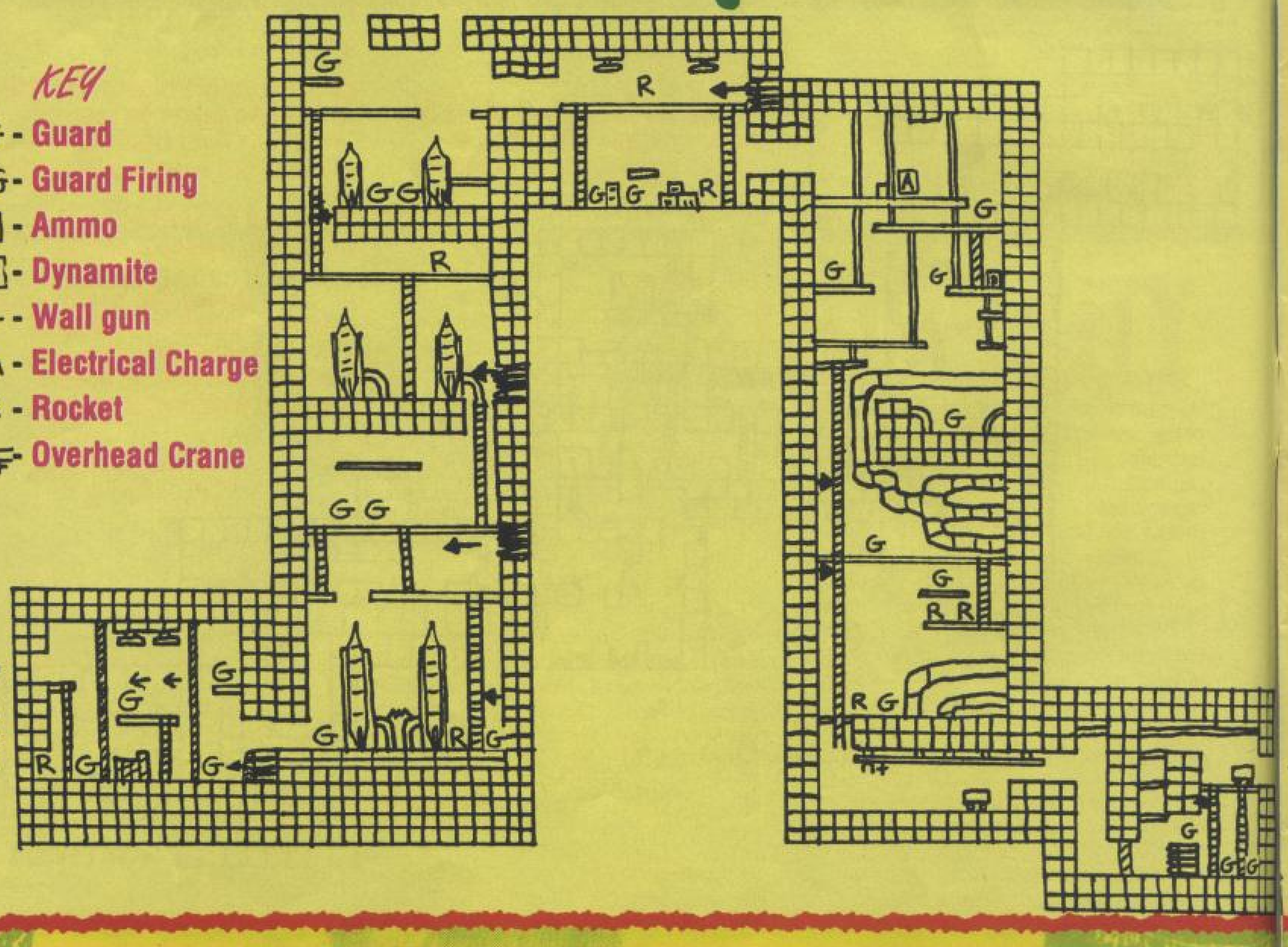
PREDATOR

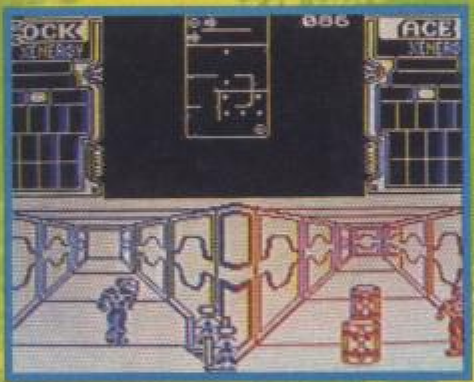
Keep to the bottom of the screen and keep moving, then you shouldn't get shot as much.

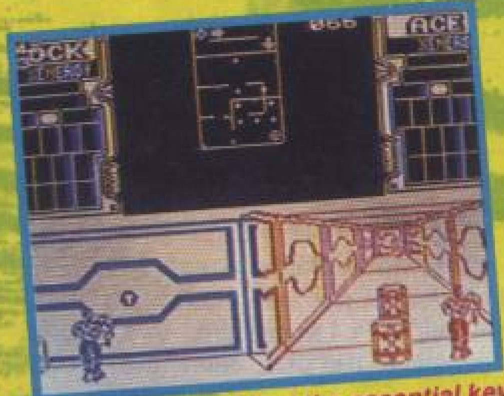
RICK DANGEROUS

KEY

- G - Guard
- ←G - Guard Firing
- [A] - Ammo
- [D] - Dynamite
- ← - Wall gun
- ⋀⋀ - Electrical Charge
- R - Rocket
- ╤╤ - Overhead Crane







Hunt around and find the essential key.

XYBOTS

On level 1, use the key on the door and go through the exit on the other side. You will be warped to Level 7.

HELP

SWEEVO'S WORLD

David Banks (he of the Mad Barbarian fame) would like to ask ever so nicely if anyone has the password for Sweevo's World. If you have, then send it in, there's a good chap/chapette.

ALTERED BEAST

At last! Someone who can help. Several issues ago Donald Jackson wrote in asking for a cheat for Altered Beast. Well, don't say SU never gives you anything. Ezra Matebele from Newcastle-on-Tyne has just the thing: While playing the game, hold down all the keys and you will be magically transported to the next level. Neat, eh? Hope this helps you out, Donald.

DIZZY SPELLBOUND

Craig and Lee Taylor from Huntly in Aberdeenshire have written in because they are stuck with Dizzy Spellbound. They can get into the strange world and the deep pit, the windy shaft and the open field, and those crazy killer bees, but after that they are sadly stranded. Well, this issue you will find everything you ever wanted to know about this epic game - and a certain amount you didn't want to know - in the Solutions section of the Playing Tips. Hope it's of some help.

POKEs POSER

Peter McLean from Crosby in Liverpool has a question which I am sure a lot of you wanted to ask. Just how do you use POKEs to help you win a game. Well, Peter, this was all explained in last month's (April) issue by Specman, the keeper of the seal of all Spectrum knowledge.

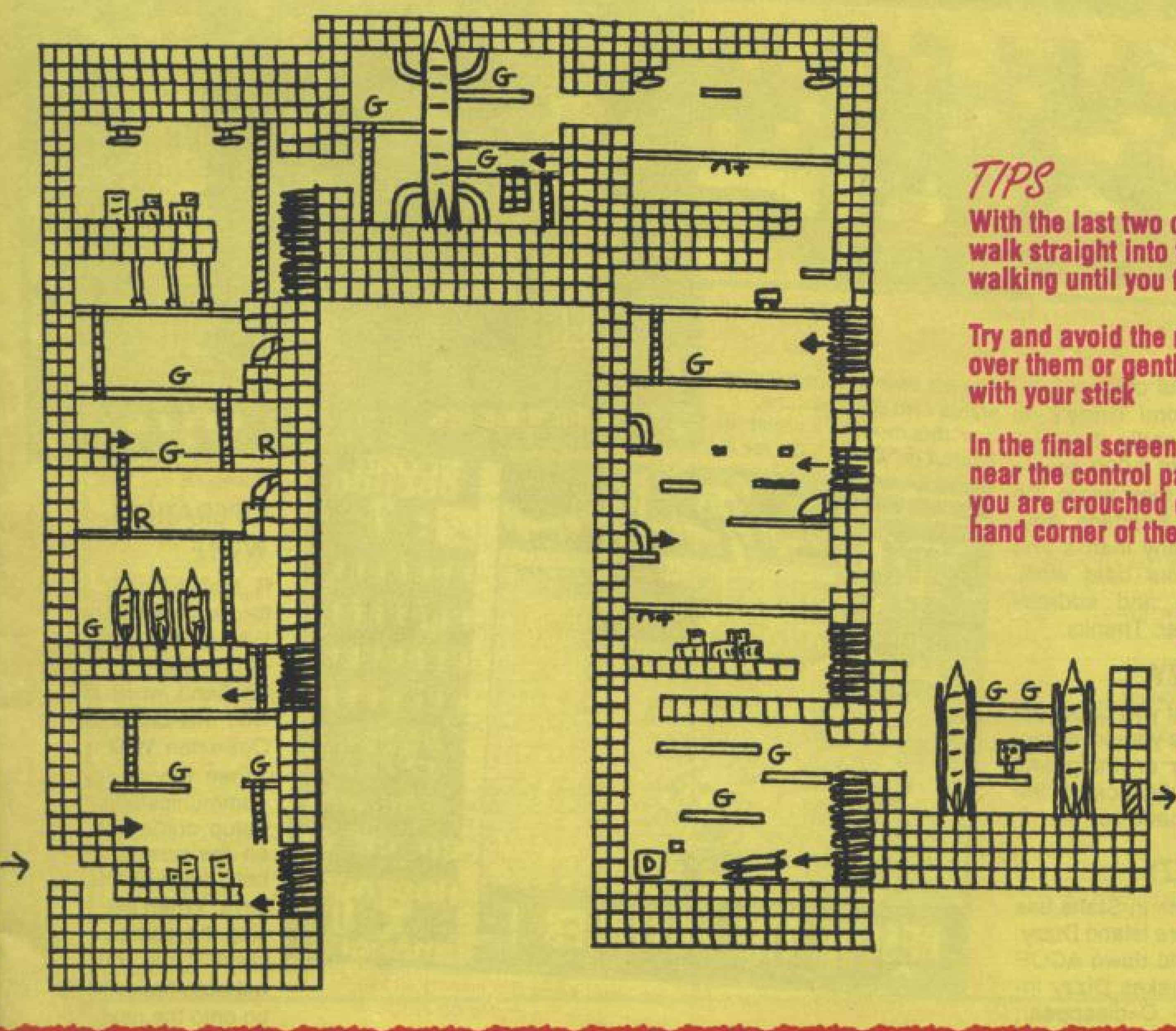
EDD THE DUCK

Simon with the illegible surname from Crewe wants to know if anyone has a cheat for Edd The Duck. If you have, you know what to do.

SMASH TV

Ryan Mcloughlin who sent in the cheat for Turrican would like a little help in return. If anyone has a cheat for Smash TV, send it into to the Help! Section pronto. Ta.

LEVEL FOUR : THE SECRET MISSILE BASE



TIPS

With the last two overhead cranes, walk straight into them and keep walking until you fall off

Try and avoid the rockets by jumping over them or gently prodding them with your stick

In the final screen, detonate dynamite near the control panel, making sure you are crouched down in the left hand corner of the screen

London much, much later Rick returns to a triumphant welcome home having helped secure allied victory

But meanwhile, in space the massed starships of the Barfian Empire are poised to invade the Earth

What will Rick do next...?

HACKING SQUAD CHAMPION CHEATS

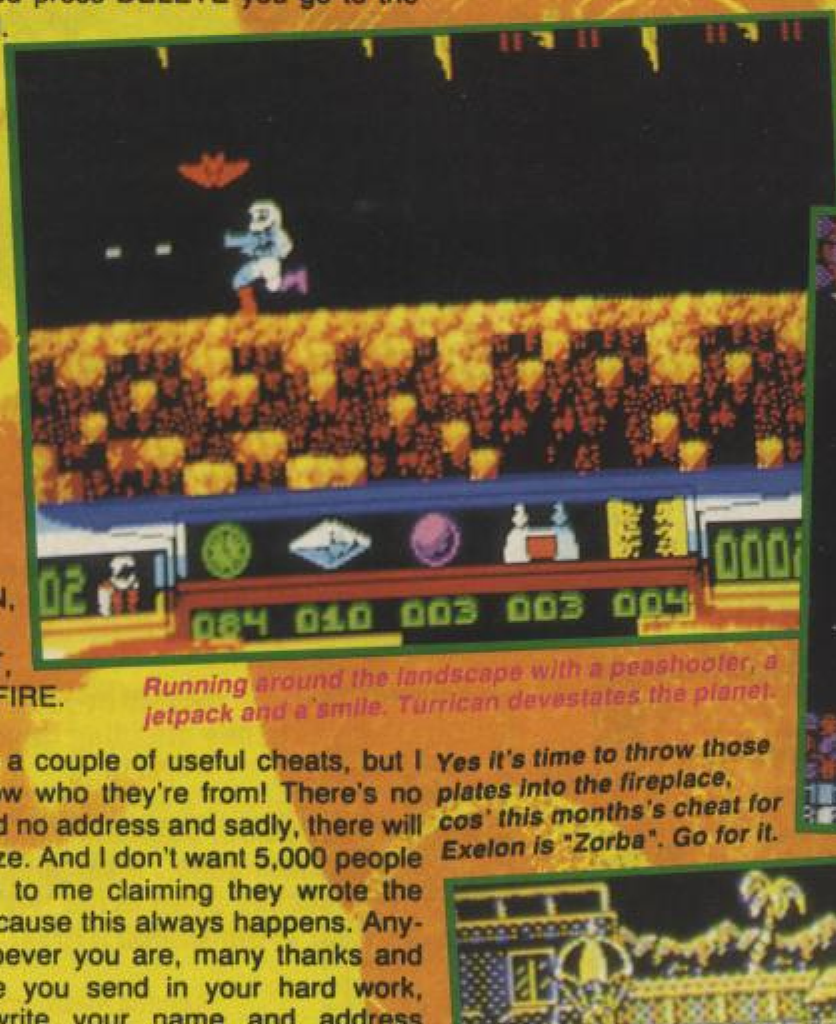
TURRICAN

Ryan McLoughlin from Stoke-on-Trent in Staffordshire has got a great cheat for the game Turrican. When the game has fully loaded, and Mr Turrican is on the screen, press pause (H) and then hold down all of the keys apart from H,O and BREAK. It should now say on the screen "loading level one", so let it load and when it has finished you should have 99 of everything. Plus is you press DELETE you go to the next level.



I'm afraid... I'm afraid, Turrican's back.

Press DOWN AND ENTER to be a yellow wizzer; TRUE VIDEO to fire purple balls; ENTER to fire yellow shields; Q=UP, A=DOWN, O- LEFT, P=RIGHT, SPACE=FIRE.



Running around the landscape with a peashooter, a jetpack and a smile. Turrican devestates the planet.

Here are a couple of useful cheats, but I don't know who they're from! There's no name and no address and sadly, there will be no prize. And I don't want 5,000 people writing in to me claiming they wrote the letter, because this always happens. Anyway, whoever you are, many thanks and next time you send in your hard work, please write your name and address clearly at the top of the letter. Thanks.

FANTASY WORLD DIZZY

When the hawk swoops at you press fire and the screen should go to your inventory list. Exit without dropping anything and when the inventory screen disappears, the hawk should be in the left hand corner.

TREASURE ISLAND DIZZY

Paul James from Tamworth in Staffs has this useful cheat for Treasure Island Dizzy. on the opening screen, hold down ACOP and then press FIRE. It makes Dizzy invisible. Use these keys - C=disappear; K=up; M=down; use Jump to reappear.

OLI AND LISA

Here are some neat little cheats from Billy Fay, from Accrington (not Accrington Stanley, shurely?) in Lancashire. In Olli and Lisa, press PORTCUL after the menu choice and Olli can zoom around the screen.

QUICKDRAW MCGRAW

Hold down SETUIOP on the menu screen for infinite energy.

I am so glad, that you love the magazine, Billy. And, do you want to know something? I think it loves you back.

EXELON

Redefine your keys as ZORBA for infinite lives.



Yes it's time to throw those plates into the fireplace, cos' this months's cheat for Exelon is "Zorba". Go for it.



Aieeee! Rescue those hostages. Just keep the enemy in your sights and use R. Maliver's cheat. Nothing could be simpler.

OPERATION WOLF

R. Maliver (very formal chap) who lives on the Isle of Lewis in Scotland, wrote in with this cheat for Operation Wolf. When the communications setup comes up on the screen, hold down all the keys. When playing the game, press T and you will automatically go onto the next level.

SOFTWARE CITY

UNIT 4, B.D.C, 21 TEMPLE STREET, WOLVERHAMTON WV2 4AN TEL: 0902 25304. AMEX & EUROCARD ACCEPTED

Access

CALL US ON: 24 HOUR CREDIT HOTLINE 0902 25304 FAX: 0902 712751.

VISA

BUDGET	CASS
1ST DIVISION MANAGER	3.99
2 PLAYER SOCCER SQUAD (D&H)	3.99
3-D POOL	3.99
3-D STOCK CARS 2	3.99
4 MOST WORLD SPORTS (GRID IRON 2 ETC)	3.99
ATF (ADV TECHNICAL FIGHTER)	2.99
ACE 1	1.99
ACTION FIGHTER	NEW 3.99
AFTERBURNER	3.99
AIRBORNE RANGER	NEW 3.99
ALTERED BEAST	3.99
AMERICAN 3-D POOL	NEW 3.99
ARCADE FRUIT MACHINE	2.99
ARKANOID 1 OR 2	3.99
BANGER RACER	3.99
BARBARIAN OR BARBARIAN 2	3.99
BATMAN THE MOVIE	3.99
BATTLESHIPS	1.99
BEACH HEAD 1 &2 & RAID MOSCOW	4.99
BIFF	NEW 3.99
BIGNOSE AMERICAN ADV	NEW 3.99
BLINKY'S SCARY SCHOOL	3.99
BOBSLEIGH	NEW 3.99
BOMBJACK 2	2.99
BOULDERDASH 1OR2OR4	2.99
BOXING MANAGER	3.99
BRITISH SUPER LEAGUE	3.99
BUBBLE BOBBLE	3.99
BUBBLE DIZZY	3.99
BUGGY BOY	2.99
CJ'S ELEPHANT ANTICS	3.99
CJ IN THE USA	3.99
CABAL	3.99
CALIFORNIA GAMES	3.99
CHAMPIONSHIP GOLF	3.99
CHASE HQ	3.99
CHEVY CHASE	3.99
CHUKIE EGG 1 OR 2	3.99
CLASSIC TRAINER 1 OR 2	2.99
COLOSSUS CHESS 4	NEW 3.99
COLOSSUS CHESS 4 (DISC)	NEW 3.99
CONTINENTAL CIRCUS	3.99
COUNTY CRICKET(D&H)	3.99
CRICKET CAPTAIN	NEW 3.99
CUP FOOTBALL	3.99
CUP MANAGER	2.99
DALEY THOMPSON'S DECATHLON	3.99
DALEY THOMPSON'S OLYMPIC CHALLENGE	3.99
DEVASTATING BLOW BOXING	3.99
DIZZY PANIC	3.99
DOMINOES	2.99
DOUBLE DARE	3.99
DOUBLE DRAGON I OR II	3.99
DRAGON NINJA	3.99
EDD THE DUCK	3.99
EURO BOSS	2.99
FANTASY WORLD DIZZY	3.99
F1 TORNADO	2.99
F16 COMBAT PILOT	NEW 3.99
F16 COMBAT PILOT (DISC)	NEW 3.99
FIGHTER PILOT	2.99
FIRST PAST THE POST	3.99
FOOTBALL CHAMPIONS	3.99
FOOTBALL DIRECTOR	3.99
FOOTBALLER OF THE YEAR2	3.99
FORMULA 1 GRAND PRIX	2.99
FRANK BRUNO	2.99
FRUIT MACHINE SIM 2	3.99
GARY LINEKERS HOTSHOTS	3.99
GAUNTLET1/2 & DEEPER DUNGEONS	4.99
GHOULS & GHOSTS	3.99
GOLDEN AXE	NEW 3.99
GRAHAM GOOCH CRICKET	2.99
GRAND NATIONAL	1.99
GRAND PRIX CHALLENGE	3.99
GREAT ESCAPE	2.99
HARD DRIVIN'	3.99
HEAD OVER HEELS	3.99
HEROS OF THE LANCE	3.99
HUNT FOR RED OCTOBER	NEW 3.99
I.K+	3.99
IKARI WARRIORS	2.99
IMPOSSAMOLE	3.99
INDIANA JONES LAST CRUSADE	3.99
INTERNATIONAL FOOTBALL	3.99
INTERNATIONAL NINJA RABBITS	3.99
ITALIA 1990	NEW 3.99
JIMMY'S SOCCER MANAGER	3.99
JOCKY WILSON COMPENDIUM	3.99
KENNY DALGLISH MANAGER	2.99
KENTUCKY RACING	2.99
KICK OFF	3.99
KWIK SNAX	3.99
LAST NINJA 2	3.99
LEAGUE FOOTBALL	3.99
LOTUS ESPRIT	NEW 3.99

BUDGET	CASS
MAGICLAND DIZZY	3.99
THE MANAGER	2.99
THE MATCH	3.99
MATCHDAY 1 OR 2	3.99
MIDNIGHT RESISTENCE	NEW 3.99
MIKE REID'S POP QUIZ	2.99
MINI OFFICE	2.99
MONTY ON THE RUN	2.99
MONTY PYTHON	NEW 3.99
MOONWALKER	3.99
MURRAY MOUSE	
SUPER COP	NEW 3.99
NAVY MOVES	NEW 3.99
NEW ZEALAND STORY	3.99
NIGEL MANSELL G. PRIX	2.99
NINJA WARRIOR	3.99
ON THE BENCH	3.99
OPERATION THUNDERBOLT	3.99
OPERATION WOLF	3.99
OUTRUN	3.99
OUTRUN EUROPA	NEW 3.99
PAPERBOY	2.99
PASSING SHOT TENNIS	2.99
PEGASUS BRIDGE (WAR GAME)	NEW 3.99
POPEYE 2	2.99
POSTMAN PAT 1 OR 2	2.99
POWERDRIFT	3.99
PRO GOLF(CODEMASTERS)	3.99
PROFESSIONAL FOOTBALLER	3.99
PUFFY'S SAGA	NEW 3.99
Q - 10 TANKBUSTER	NEW 3.99
QUATTRO ADVENTURE (DIZZY ETC)	3.99
QUATTRO CARTOON(LITTLE PUFF ETC)	3.99
QUATTRO COIN OPS (FAST FOOD ETC)	3.99
QUATTRO FANTASTIC (PUB TRIVIA ETC)	3.99
QUESTION OF SPORT	2.99
R-TYPE	3.99
RAINBOW ISLAND	3.99
RALLY CROSS	2.99
REAPER	NEW 3.99
RENEGADE 1 OR 3	3.99
RICK DANGEROUS	3.99
ROAD RUNNER WILE COYOTE	3.99
ROBOCOP	3.99
ROCK STAR ATE MY HAMSTER	3.99
RUGBY COACH(D&H)	3.99
RUGBY MANAGER	2.99
RUN THE GAUNTLET	3.99
RUNNING MAN	3.99
SABOTEUR 1 OR 2	1.99
SAM FOX STRIP POKER	2.99
SCOOBY DOO & SCRAPPY DOO	3.99
SCRAMBLED SPIRITS	NEW 3.99
SHADOW OF THE BEAST	3.99
SHADOW WARRIORS	NEW 3.99
SHINOBI	3.99
SILKWORM	3.99
SLIGHTLY MAGIC	3.99
SNOOKER MANAGEMENT(D&H)	3.99
SOCCER 7	3.99
SOCCER DIRECTOR	2.99
SOCCER MATCH	3.99
SOCCER PINBALL	NEW 3.99
SOCCER Q	3.99
SOCCER RIVALS	3.99
SPACE HARRIER 2	NEW 3.99
SPIKE IN TRANSYLVANIA	3.99
SPY WHO LOVED ME	NEW 3.99
ST DRAGON	NEW 3.99
STACK UP	2.99
STEVE DAVIS SNOOKER	2.99
STRIDER	NEW 3.99
STRIKER	3.99
STRIKER MANAGER	3.99
STRIP POKER 2	2.99
STUNT CAR RACER	NEW 3.99
SUPER SEYMOUR	NEW 3.99
SWITCHBLADE	3.99
SWORD & SORCERY	NEW 3.99
TT RACER	2.99
TAI CHI TORTOISE	3.99
TARGET RENEGADE	3.99
THOMAS THE TANK ENGINE	2.99
THUNDERCATS	2.99
TIN TIN NO THE MOON	2.99
TITANIC BLINKY	3.99
TOMAHAWK	2.99
TOP GUN	3.99
TOYOTA CELICA GT RALLY	NEW 3.99
TRACKSUT MANAGER	2.99
TRAP DOOR 1 &2	2.99
TREBLE CHAMPIONS	3.99
TURBO OUTRUN	3.99
TURRICAN	3.99
TUSKER	NEW 3.99
UNTOUCHABLES	3.99
VENDETTA	NW 3.99
VIKINGS	2.99
WEC LE MANS	3.99
WEMBLEY GREYHOUNDS	3.99

WONDERBOY	3.99
WORLD CLASS LEADERBOARD, LEADERBOARD & TOURNEMENT	4.99
WORLD CRICKET	3.99
YOGI & THE GREED MONSTER	2.99
YOGI'S GREAT ESCAPE	2.99

SOFTWARE CITY SPECIALS

ARTURA	1.99
BAK TO SKOOL	2.99
CAPTAIN FIZZ	2.99
CRACKDOWN	2.99
CYBERWORLD	1.99
DELTA (SP & SAM COUPE)	3.99
EMLYN HUGHES INT F/BALL	3.99
EMLYN HUGHS INT F/BALL (DISC)	6.99
ENLIGHTMENT (DRUID 2)	0.99
ESCAPE PLANET ROBOT MONSTERS	3.99
EUROPEAN SUPER LEAGUE (CASS 128K)	3.99
EUROPEAN SUPER LEAGUE (DISC)	4.99
FRANKENSTEIN ADVENTURE	1.99
GHOSTBUSTERS 2	2.99
GREMLINS 2	NEW 3.99
HARDBALL (BASEBALL)	1.99
H.A.T.E. (CASS)	1.99
H.A.T.E. (DISC)	2.99
HEAVY METAL + BEACH HEAD	2.99
INTENSITY	0.75
INTERNATIONAL 3-D TENNIS	3.99
JETPAC	NEW 2.99
KICK OFF 2	4.99
MIDNIGHT RESISTANCE / NIGHTBREED	4.99
NINJA REMIX	3.99
SALAMANDER	2.99
SANXION	2.99
SKOOLDAZE	2.99
S.T.U.N. RUNNER	3.99
STARGLIDER 2	NEW 3.99
SUPER SCRAMBLE SIM (DISC ONLY)	3.99
TURRICAN 2	NEW 3.99

FULL PRICE	CASS	DISC
3-D CONSTRUCTION KIT (SP & SAM)	17.99	17.99
ALIEN STORM	8.99	11.99
ANCIENT BATTLES	10.99	N.A
BATTLE COMMAND	7.99	N.A
BATTLE OF THE BULGE	9.99	N.A
CAPTAIN PLANET	7.50	10.99
COLOSSUS BRIDGE 4	8.99	10.99
CRETE 1941	9.99	N.A
CROMWELL AT WAR	8.99	N.A
DELUXE SCRABBLE (128K)	7.99	10.99
DOUBLE DRAGON 3	8.99	N.A
FINAL FIGHT (128K)	8.99	11.99
FOOTBALL DIRECTOR 2 (128K, +2 & +2A)	7.99	7.99
FUN SCHOOL 3(U 5'S)	8.99	12.99
FUN SCHOOL 3 (5-7)	8.99	12.99
FUN SCHOOL 3 (7+)	8.99	12.99
FUN SCHOOL 4 (UNDER 5)	8.99	11.99
FUN SCHOOL 4 (5-7)	8.99	11.99
FUN SCHOOL 4 (7+)	8.99	11.99
GAUNTLET 3	8.99	N.A
GRAND PRIX (D&H)	7.99	N.A
HERO QUEST WITCHLORD DATA DISK	5.99	7.99
HERO QUEST + WITCHLORD DATA DISC	8.99	N.A
LEMMINGS	8.99	N.A
LONE WOLF	7.99	N.A
MAN. UNT. EUROPE (128K)	8.99	N.A
MERCS	8.99	11.99
MULTI PLAYER SOCCER MANAGER	7.99	N.A
THE NATIONAL	7.99	N A
NAVY SEALS	8.99	1.99
NORTH AND SOUTH	7.99	10.99
PAPERBOY 2	7.99	10.99
POTSWORTH	NEW6.99	N A
PIT FIGHTER	7.99	12.99
ROBIN SMITHS INT. CRICKET	7.99	N.A
RODLANDS	8.99	N.A
SCRABBLE, MONOPOLY & CLUEDO	13.99	N.A
SIM CITY	9.99	N.A
SIMPSONS	7.99	N.A
SMASH T.V.	7.99	10.99
SPACE GUN	NEW10.99	N A
STEVE DAVIS SNOOKER POOL & RUGBY	N.A	7.99
SUPER SPACE INVADERS	7.99	12.99
TERMINATOR 2	7.99	10.99
TRIVIAL PURSUIT	10.99	N.A
VIZ	7.99	N.A
WORLD CLASS RUGBY	7.99	10.99
WWF WRESTLEMANIA	8.99	N.A

MULTIMIX 5
MONTY ON THE RUN, JACK NIPPER 2, & AUF WIEDERSEHEN MONTY
CASS 4.99

TNT 2
SKULL & CROSSBONES, HYDRA, BADLANDS, S.T.U.N RUNNER & ESCAPE PLANET MONSTERS
CASS 8.99

SOCCER 6
TREBLE CHAMPIONS, EUROPEAN CHAMPIONS, WORLD SOCCER LEAGUE, EURO BOSS, WORLD CHAMPIONS & TREVOR BROOKING
CASS 7.99

TWO HOT TO HANDLE
GOLDEN AXE, TOTAL RECALL, SHADOW WARRIOR & SUPER OFF ROAD RACER
CASS 10.99

4 MOST BALLS, BOOTS &BRAINS
SOCCER CHALLENGE, THE DOUBLE, RUGBY BOSS & AUSTRALIAN RULES FOOTBALL
CASS 3.99

NINJA COLLECTION
SHADOW WARRIOR, DOUBLE DRAGON & DRAGON NINJA
CASS 7.99

DIZZY'S EXCELLENT ADVENTURE
DIZZY DOWN THE RAPIDS, KWIK SNAX, BUBBLE DIZZY, DIZZY PANIC & DIZZY AND THE YOLK FOLK
CASS 7.99

MAX PACK COMPILATION
TURRICAN, ST DRAGON, SWIV & NIGHTSHIFT
CASS 11.99

CARTOON COLLECTION
DIZZY, SLIGHTLY MAGIC, LITTLE PUFF, CJ'S ELEPHANT ANTICS, SEYMOUR GOES TO HOLLYWOOD & SPIKE IN TRANSYLVANIA
CASS 7.99

CHART ATTACK
LOTUS ESPRIT TURBO CHALLENGE, SUPERCARS, SHADOW OF THE BEAST, IMPOSSAMOLE & GHOULS N GHOSTS
CASS 10.99 DISC 13.99

TENGEN TRILOGY
KLAX, ESCAPE PLANET ROBOT MONSTERS & CYBERBALL
CASS 5.50

SUPER SEGA
GOLDEN AXE, E.S.W.A.T, SHINOBI, SUPER MONACO GP& CRACKDOWN
CASS 12.99

AIR/ SEA SUPREMACY
SILENT SERVICE, CARRIER COMMAND. GUNSHIP, P47 THUNDERBOLT & F15 STRIKE EAGLE
CASS 13.99

ADDICTED TO FUN
BUBBLE BOBBLE, RAINBOW ISLANDS & NEW ZEALAND STORY
CASS 7.99

MOVIE PREMIER
TEENAGE MUTANT HERO TURTLES, GREMLINS 2, BACK TO THE FUTURE 2 & DAYS OF THUNDER
CASS 10.99

CHALLENGERS
RICK DANGEROUS, P47 THUNDERBOLT, KICK OFF, PRO TENNIS TOUR, FIGHTER BOMBER & CARRIER COMMAND
CASS ONLY 5.50

COIN OP HITS
OUTRUN, THUNDERBLADE, ROAD BLASTERS, SPY HUNTER & BIONIC COMMANDO
CASS 5.50

CRASH SMASHES
BIONIC COMMANDO, WINTER GAMES, 720, IMPOSSIBLE MISSION 2 & SPY HUNTER
SPECIAL OFFER 3.99

WINNERS
THUNDERBLADE, LED STORM, BLASTERIODS, IMP MISSION 2 & INDIANA JONES & TEMPLE OF DOOM
CASS 5.50

MEGA GAMES VOL 1
NORTH STAR, CYBERNOID, DEFLECTOR, TRIAXOS, BLOOD BROTHERS, MASK 2, TOUR DE FORCE, HERCULES, BLOOD VALLEY MASTERS OF THE UNIVERSE (THE MOVIE)
CASS ONLY 5.50

ARCADIA
NEW ZEALAND STORY, OPERATION THUNDERBOLT & CHASE HQ
CASS ONLY 5.50

FIST OF FURY
DOUBLE DRAGON2, SHINOBI, NINJA WARRIORS & DYNAMITE DUX
CASS 10.99

ITS TV SHOWTIME
KRYPTON FACTOR, BOB'S FULL HOUSE, EVERY SECOND COUNTS & BULLSEYE
CASS 7.99

DIZZY COLLECTION
DIZZY, FAST FOOD, FANTASY WORLD DIZZY, TREASURE ISLAND DIZZY & MAGIC LAND DIZZY
CASS 7.99

SOCCER MANIA
FOOTBALL MANAGER 2, MICROPROSE SOCCER, FOOTBALL MANAGER WORLD CUP EDITION & GAZZA'S SUPER SOCCER
CASS 10.99

VIRTUAL WORLDS
DRILLER, TOTAL ECLIPSE, CASTLE MASTER & THE CRYPT
CASS ONLY 5.50

TNT
HARD DRIVIN', DRAGON SPIRIT, A.P.B, TOOBIN & XYBOTS
CASS 5.50

THRILLTIME GOLD 1
PAPERBOY, GHOSTS & GOBLINS, BATTY, BOMBJACK & TURBO ESPRIT
CASS 5.50 (NOT +2A COMPATIBLE)

HOLLYWOOD COLLECTION
ROBOCOP, INDIANA JONES LAST CRUSADE, BATMAN THE MOVIE & GHOSTBUSTERS 2
CASS 12.99

SAM COUPE

BATS AND BALLS	NEW 7.99
FOOTBALL DIRECTOR 2	7.99
MANIC MINER(60 LEVELS)	NEW 7.99
PRINCE OF PERSIA	11.99
SPLAT	NEW 7.99
VEGETABLE VOCATION	NEW 7.99

ORDER FORM AND INFORMATION

All orders sent FIRST CLASS subject to availability. Just fill in the coupon and send it to SOFTWARE CITY, Unit BDC, 21 Temple Street, Wolverhampton WV2 4AN

ORDER FORM

NAME..

ADDRESS..

....

POSTCODE....................TEL NO:....................

PREVIOUS CUSTOMER YES/NO....................REF NO:....................

NAME OF GAME	COMPUTER	VALUE
	POSTAGE	
	TOTAL	

POSTAGE RATES; Please add 50p for post and packing on all orders under £5. EEC countries add £1 per item. Non EEC countries add £2. PAYING BY CHEQUE-Cheques payable to Software City.

Card No:....................Expiry Date....................

Signature....................

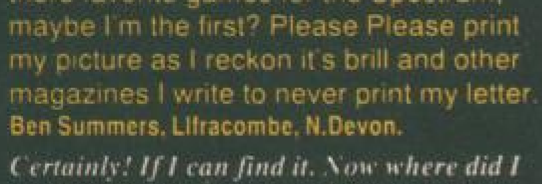
SU/5/92

tell it to Al

LOADING PROBLEMS

I've had my Speccy +3 for ages and now bought a tape lead for it, then my friend recommended SU to me. I've now been buying it for four months I still have the all tapes from the covers but when I try to load them up nothing happens. I wait ages for something to happen and press all the keys but still nothing, can you please help me.
Jeffrey Turi, Torqui, Devon.

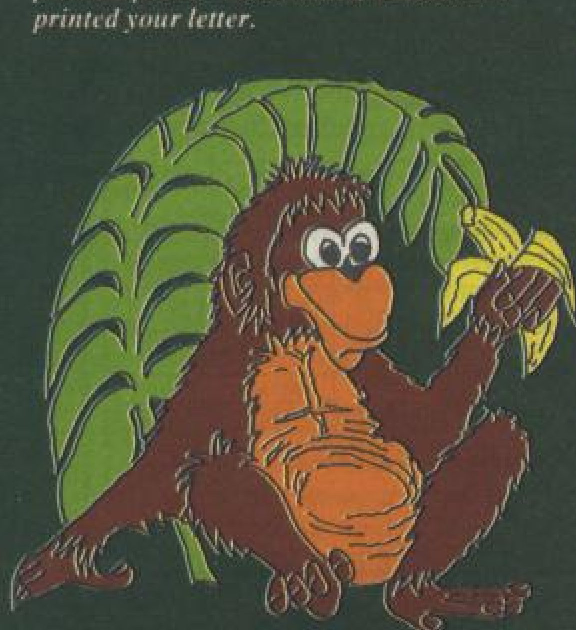
Jeff, provided other games load up on your Spectrum there are two possible solutions to your problem. (A) Adjusting the sound on your tape recorder. As with all Spectrum software the loading sequence depends on sound reaching your machine from the tape recorder. Try adjusting the sound from around half volume to full volume and wait for the flashing lines either side of the loading screen. This indicates that the game is loading. (B) Are you loading the tapes in 48K mode? If you are using the built in loader or +3 basic then it definitely won't work. Pressing buttons on your Spectrum won't help at all!



PAINTING PICTURES

Please print my picture of Lemmings as it took over an hour to draw. Also I've noticed no one has sent in picture of there favorite games for the Spectrum, maybe I'm the first? Please Please print my picture as I reckon it's brill and other magazines I write to never print my letter.
Ben Summers, Llfracombe, N.Devon.

Certainly! If I can find it. Now where did I put that piccie. Never mind, at least I've printed your letter.





SU MAKES A BIG MISTAKE

I'm a proud 11 years old owner of a 48k Speccy, and I,m totally dedicated to SU, but in Feb issue no.120 I was surprised to find that in the Hacking Squad Miller Crawford had written in with some tips for Dizzy, but it was printed as tips for Magic Land Dizzy!

I don't know how you could make such a stupid mistake, I thought all speccy owners knew their Dizzy's like the back of their hand!

P.S. Do I get any software for pointing this out? All mine are ancient. Well could you at least send a photo of the SU crew?
Amy Capes, Newcastle Upon Tyne.

All involved in this little matter have been severly dealt with. You're absolutely right, Dizzy is so well known that this sort of mistake shouldn't be made. The problem with sending you some software is that I was in fact the first person to discover the mistake so I've already sent myself some software as a reward.

SPECCY PLAYING UP

I am writing this letter to ask for a bit of advice. In 1990 I got a Spectrum +2a for Christmas, one of my favourite games I had before I got this computer was 'Advanced Soccer Simulator', which you may have heard of. When I got my new computer this game and a couple of other games didn't load. I was wondering if you could give any advice or tell me why the games aren't loading.
Adam Bradbury, Warminster, Wiltshire.

Unfortunately there is little that can be done in your current situation except to continue playing the games on your old Speccy, if you still have it. The +2a will run some older games but as a general rule it only loads more recent ones.

'SAM' OWNERS ARE NOT HAPPY

I've got a 256k SAM with several games including 1991's best release Prince of Persia. I used to enjoy reading your mag because of the great SAM coverage. What happened? In the past few months there has been absolutely NO SAM coverage at all in SU! Please review new games like Manic Miner or I will be forced to turn to another mag.
Mark Sturdy, Wetherly, West Yorks.

Mark, all I can say is that as soon as something really interesting comes out on the SAM we'll review it. In fact keep an eye on next month's issue, we'll be carrying a SAM update. However SAM themselves are currently concentrating on European marketing strategy and although we would like to give it more coverage we have to give first preference to the Spectrum. That's why we're called SU (and now Crash).

In your February edition of SU you made a mistake (tut, tut!) When you where giving tips on dizzy you said it was Magicland Dizzy but it isn't, it's the original Dizzy. You have probably confused every body who has Magiclands Dizzy.
Elliot Williams, Edinburgh, Scotland.

Hmm. As you may have noticed I've already answered this question. Unfortunately Elliot, this is an English mistake, when Scotland gains it's independence we'll probably have all our solutions printed north of the border and no doubt this sort of mistake won't happen again.



SOMETHINGS ARE JUST NOT GOOD ENOUGH

Could you please help? my son has a speccy 128+ we have just got a SERIAL 8056 printer for him.
He enjoys printing out notes etc. but I would like to be able to use it. Also could you please tell me if there is any software that will help lay out letters, spreadsheet etc, because at the moment with 80 characters per line it is very difficult to lay out as words get split up and spacing is hard to judge.
S. Hichson, Lincoln.

Talking about spreadsheets and word processors, two companies come to mind; Tasman Software and Parkinson Computer Graphics. Both companies supply this sort or software and will probably be more than happy to help you find the right package for yourself and your son. Their phone numbers are; Tasman (0532) 438 301 and PCG (0229) 836 957.





WELL SAM EVERY GET TO THE END OF THE RAINBOW

After reading your review of 'Rainbow Islands' I smashed my money box and 'rainbowed' myself down to the shop to get it. To my relief it loaded and within minutes I was playing the best budget game since 'Stuntcar racer'. With good graphics, good sound and superb gameplay I got my way up to stage 4 on 'Insect Island' I reached a woppin' big, manic spider that as you say in your review is a bloody nuisance and it kept jumping on me.

I find that it is impossible to kill and was wondering if there is some way to wash it down the plug hole. It not then could you try and get Mr Mason to find a poke for it as I think it is a real bummer and I would like to get further in the game.

Sam North, Derbyshire.

Sam, I'm glad you asked this question because it gave me the opportunity to spend a few minutes alone with the gorgeous Hannah Smith (drool, drool), our very own girlie tipster. I'm going to take a very close look at her tips and see if I can find a solution to your problem. Check out next month's issue.

LEND A HELPING HAND MAN!

I am a technical instructor writing for the N.H.S.S in Hackney Hospital London.

I run computer user groups for psychiatric patients and people with mental illness with the view of returning them to work. I have been given 3 working QL's along with monitors, manuals and blank cartridges.

The problem is that we have no commercial software to run on these machines and therefore they are lying idle. I would be very grateful if any of your readers would be able to give us copies of the free software that Sinclair gave with the QL machines, i.e Quill, Abacus, Easle and Archire or any other QL software that they do not want. I would be most grateful for your help.

Alan Griffiths, Hackney, London.

Al, I'd gladly help if I could, unfortunately it's been about five years since I've seen a QL or some QL software. I'll try my best though. In the meantime you could try phoning or writing to Mr. Richardson of EEC Ltd. He runs a QL club and has a lot of QL stock and contacts wuith other QL owners around Britain. He may be able to help. The address is 18-21 Misbourne House, Chiltern Hall, Chalfont St. Peter, Bucks. Phone - (0753) 888866

PENDEMONIUM



LOADS ON OFFER

Hi! my name is Darren, I own a Spectrum +2. I have loadsa old games I am bored with and would like to swap for anything good, I have over 200 games so if your interested write to:

D. PHILLIPS, 14 ARUNDEL CLOSE, VICTOR STREET, HORDERNESS ROAD, HULL, HU9-2BQ

I NEED A PAL

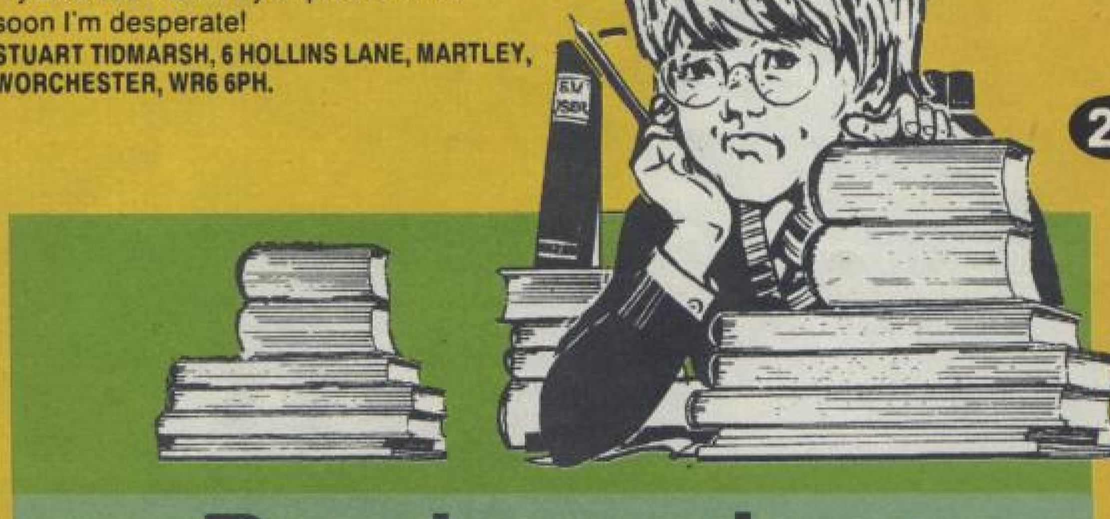
Penpal wanted male or female aged 12 upwards to swap games, pokes, cheats etc.

Write to: JOHN CHRISTIE BB. 67 GREENFIELD ROAD, MIDDLETON-ON-THE-WORLD, DRIFFIELD, HUMBERSIDE, YO25 9UL.

LONELY HEARTS

Lonely 19 year old male wants female Speccy users to write to - I'll show you my bits! but I don't byte! please write soon I'm desperate!

STUART TIDMARSH, 6 HOLLINS LANE, MARTLEY, WORCHESTER, WR6 6PH.



Pendemonium

TIPS FOR TAT

I would like to contact other Spectrum +3 disk users and exchange ideas, tips, software.

Eventually we could form a club and regionalise these across the country.

MATTHEW SHAKESUAFT, 47 NEWTON RD, ASHTON-ON-RIBBLE, PRESTON, LANCASHIRE, PR2 1DY.

HELEN LOOKING FOR FRIENDS

I would like to swap games with anyone who cares to write to me. I'm 12 years old and I spend all my time on my Spectrum.

HELEN FREEMAN, 7 THUCKERAY RD, STONEBROOM, DERBYSHIRE, DE5 6JE.

MARTIN NEEDS SOME HELP!

WANTED! Speccy programmers to contribute to a new Spectrum service - 'PRISM PD.' Although we have utilities, games and business software on offer, we need more programs to reflect the wide taste of the Speccy user. Please send your work on tape or +D disk. We also have a vast amount of clip art and also offer digitizing and DTP.

For details SAE to: PRISM PD, 13 RODNEY CLOSE, BILTON, RUGBY, CV22 7HJ.

MESSAGE

I would like to correspond with a pen friend who owns a Plus D and disk drive, to swap games disks, programs and information. I don't where in the world you come from, just as long as your willing to swap, write and have a larf!!!

KRISTIAN DIDYMUS, 14 COLVIN GARDENS, WALTHAM CROSS, HERTFORDSHIRE, EN8 8QZ

GAME: ADDAMS FAMILY LABEL: OCEAN







ADDA FAM



Scary Graphics Eh? Wednesday doesn't look very good humoured.



The Addams family contains plenty of colour.

Poor old Charles Addams, eh? Charles is the man who created the Addams Family cartoon in the early thirties and he reportedly based it upon his own family (hence the name). You really have got to feel sorry for anyone who's relatives like nothing more than a spot of poisoning, torture and decapitation haven't you?

Still, I bet his real family never had a disembodied hand for a pet like his famous made up one! They probably had a goldfish or something. Still, Addams' warped cartoon family proved so popular that in the early 1960s a whole television series was devoted to them. This series ran for quite a while, and more recently, a megabucks all-star cast big screen version of the series was brought out to wide acclaim.

Just as happens with most successful movies today, a wide range of merchandise has become available. There's T-shirts, badges, mugs, and now a Speccy game. Ocean are the people behind this, being so endowed with money that obtaining the rights was no problem for them.

You are now given the opportunity to play Gomez, leaping and bounding his way around his platform mansion in a desperate bid to rescue the rest of the family, who have locked themselves away to hide from the bailiffs (ooh noo, not the bailiffs!) On his travels, Gomez must also collect what he can find of the family fortune, in order to pay those selfsame bailiffs off. But that's not all! There's also an impostor pretending to be Gomez's brother Fester also claiming his share of the cash, and he's brought an army of undead cohorts to help "persuade" Gomez! To save the day, Gomez must free the real Uncle Fester and prove the usurper for who he is (a fat baldy slaphead).



Spider's webs and dolls heads, this could mean trouble.

To rescue his kin, Gomez must procure six specific keys - one of which fits each relative's door. These keys have been carelessly scattered around the Addams mansion, and once Gomez has found a key, he then has to take it to the correct door before the prisoner is released. Along the way, Gomez must be careful not to run into any of the pretend Fester's pals, as doing so results in him losing energy. However, he is far from defenceless. By jumping on the heads of certain baddies, Gomez can squash them into a pulp (although some really hard ones are only stunned). Not only this, but laid around the mansion are a number of Gomez's favourite weapons - fencing foils - with which to stave off the evil undead.

Graphically, The Addams Family is very impressive. The

FAMILY FUN

The Addams' certainly are a strange bunch. For those of you who've never heard of them before, here's a quick run- down of the clan.



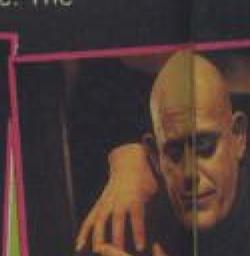
GOMEZ: Head of the family, and seemingly the most normal. However, despite this he's still as mad as a hatter and really enjoys such delights as torture, death and pain.



MORTICIA: Wife of Gomez, and endowed with similar tastes in the macabre.



GRANNY: Ancient member of the family known for her cooking of poisonous things which would make most normal people curl up and die.



UNCLE FE TER is the mad mo k wh fond of poiso g vis shining his hea .

L: OCEAN MEMORY: 48K/128K TAPE£11.99 DISK£14.99



Steve



It's been a long time since I've seen a game that looks as good as this. Ocean have really produced the goods gameplay-wise, making it as good to play as it is to look at. Highly recommended.



AMS MILY



There are plenty of obstacles on the platform levels.



Aggh, this graveyard is scary! Let's get outta here.



Morticia faces the doorway of doom!

backgrounds are varied and detailed, and convey the comical-yet-spooky atmosphere very well. The sprites are of a similar quality, each family member and enemy being depicted by a fantastic and wonderfully animated caricature. What really makes the graphics special, however, is the sheer amount of colour splashed all over them. The shades are rich and varied, and most surprisingly, there's very little evidence of colour clash. Not surprisingly, the overall effect is nothing short of stunning. The sounds for Addams Family are pretty good too, featuring some decent effects and a suitably eerie tune.

That said, Ocean have acquired something of a reputation for giving lots of attention to the presentation and not very much to the gameplay. To begin with, I felt my worst fears were to be realised, as The Addams Family doesn't really fall into my definition of originality - it is just a platform game after all. Fortunately, The Addams Family is a particularly good example of a platform game. The action is very fast and the controls are responsive. There's always plenty to do and the map is huge. There's only one level, but it's 240 screens long! Then on top of that, there's a bonus stage every time you rescue a family member!

The combination of fantastic graphics, atmosphere, playability and a long-term challenge makes The Addams Family one of the best games to have come into the SU offices in ages. Ocean say that this may be their last Spectrum game, which would be a real shame, but if it is it would certainly be a great epitaph. Alright, so it's a bit expensive and there's any number of decent platform games available at budget price, but this is probably one of the finest examples of its genre on the Speccy. Make no hesitations and buy this right now.

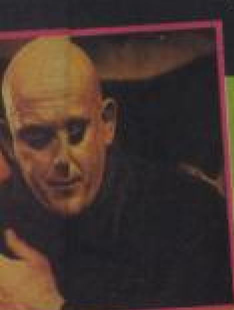
SU GOLD

scores

GRAPHICS	93
SOUND	89
PLAYABILITY	90
LASTABILITY	92
OVERALL	90%

Big Al Dykes

Addams Family is one of the most spectacularly coulourful and playable games I've seen on the Speccy for a while. I've talked before about the amount of detail and playability that can be put into monochrome games like Hudson Hawk and WWF but this is an example of the same... with full colour.



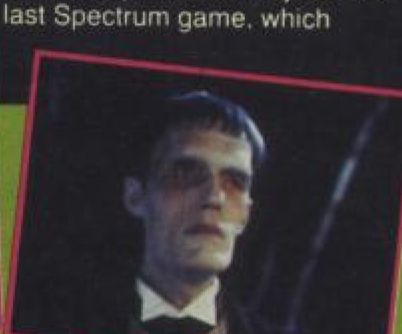
E FE TER: Fester d mo who's most isonig visitors and s hea



PUGSLEY: A rather fat child with an unhealthy obsession with scabs.



WEDNESDAY: Pugsley's sister and decapitation fan. Cuts her dolls' heads off for laughs.

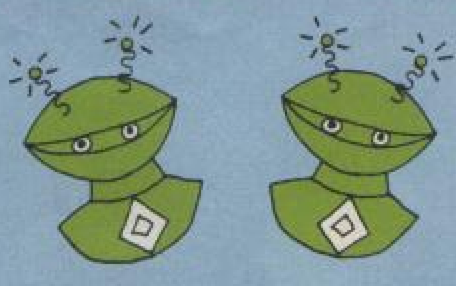


LURCH: Longstanding family manservant, made out of bits of previous manservants.



IT: Disembodied hand and pet to the family.





BEING POOR IS HARD

Dear Garth, you kind hearted person. I am one of the many hard up, doshless students of this country. I can't afford to go out on the town, buy new clothes and sometimes even food is a problem! My one pleasure in life is my aging speccy 48k, but it's got fed up with me because the last game I could afford to buy was Manic Miner! What I would really love in this season of goodwill and all that is Heroquest, so I can play it until the electricity runs out. I really like SU, and when my brother sends me his old copies (I can't afford to buy it) I go into raptures of sexual delight. Please help!

Nicola Hughes, Haverhill, Suffolk.

- *Well, well it's good to see that old Garthy is still getting letters from his girlie admirers. I've passed your letter on to him, Nicola, and he's gone into raptures of sexual delight himself. You've brightened up the life of a very old and very sad games reviewer and for that I'm going to send you some software.*

CALL THE POLICE, MR BIG IS ABOUT

Please can you help me? My beloved copies of SU have been Kidnapped by this mean fat bloke who goes by the name of Mr Big (his name says it all about him). He says he won't return them unless I steal three Historical artifacts. So please can you send me a copy of Hudson Hawk to aid in my bid to recover my SU books and maybe put Mr Big on a diet.

John Cutter, Brixton, London.

- *Mr. Big just happens to be a friend of mine and he denies any knowledge whatsoever of stealing your Mags. Anyway we've had him kidnapped and are currently torturing him with ostrich feathers and articulated trucks. Believe me, if the has the mags he'll give them up. In the meantime if you practice writing more interesting letters you might just get some software you boring little oik.*

HAMSTER GOES ON THE RAMPAGE

Please help me, my hamster escaped from It's cage and chewed though the boxes of some of my best games and made nest out of the tape inside the cassettes. So please, I beg you, send me a game or two. The Simpsons would be very nice (hint hint).

P.S. I think you are ultra cool and SU is the best.

Lee Langridge, Lings, Northampton.

- *Crikey, did your hampster have any babies in this nest? If she had then I'll definitely send her some games, including the Simpsons, as a christening present. But wait... a hamster can't play games. Scrap that idea, no games, next letter...*

STEALING ALIENS

Dear Garth, I've got a slight problem. I went out the other day and got a copy of a game I've been dying to play, Double Dragon 3. I got it and sprinted home. I put it on the bed while I took my coat off. Then... a U.F.O came and beamed up my game like in Star Trek. I ran to my window and shouted "Hey! you stealing little farts!", "gimmee back my game." Garth, you're my only hope, send me a copy of Double Dragon 3. Please!

Ryan McAuley, Merseyside.

- *I don't believe you. I've seen hundreds of alien space craft and not a single one of them has had a Star Trek style beam 'em up machine. In fact I think this is all a figment of your imagination and very feeble attempt to blagg some software. Go away.*

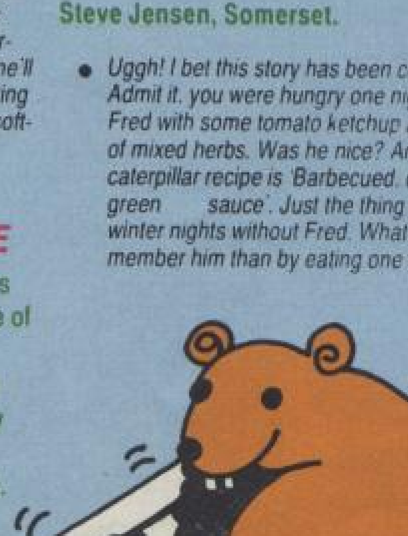


FRED IS DEAD

Dear Garth, I've seen it all before. Kids write to you all the time saying "Garth old buddy" - and what do they do? - are they concerned for your health and well being - no they lick for software! Literally, slurp, SLURP! I mean only a low down fungus infected, half amputated rodent could beg for software. You're probably wondering why I'm writing, well you see I am a low down fungus infected, half amputated rodent who wants software. Here's my story. My pet caterpiller, Fred, a big hairy one, was idly walking along when he stumbled into the I/O extension port of my +2. Fred was fried. It took at least a minute to clean out the mushy bits of mangled caterpillar from the amazingly complex Spectrum circuitry. Fred's dying wish was for me to be happy in later life. Because Fred enjoyed your Rodland demo so much, I decided he would want me to have Rodland the complete game. SLURP-SLURP- I've got no money, no home, no friends. Will you grant Fred his dying wish?

Steve Jensen, Somerset.

- *Uggh! I bet this story has been completely made up. Admit it, you were hungry one night and devoured Fred with some tomato ketchup and a little sprinkle of mixed herbs. Was he nice? Another good caterpillar recipe is 'Barbecued, diced caterpillar with green sauce'. Just the thing for those lonely winter nights without Fred. What better way to remember him than by eating one of his cousins.*







BROS, UNWELCOME GUESTS

Dear Al, I'm faced with a nightmare problem. Recently I bought the game WWF wrestlemania, I played it once and loved it. It was wicked. BUT! when I tried to play it again, to my dismay, I heard "when will I, will I be famous..." (I won't bore you any more). Yes, my ugly vampire like sister, nicked it and recorded (gulp) the even more ugly and vam-





DIZZY'S A KILLER

Dear Garth. I set my fantastic SU great 8 tape loading while I went to make a cup of coffee. To my immense horror, when I returned my little brother was yet again hogging it and in fact so overcome by it that he went into a hypnotic state and nothing would stop him playing. I fetched a crowbar from the shed to try and prise him off but even this failed! So I picked up my copy of 'Dizzys excellent adventures' and beat him to death. Then I realised it wasn't my game but it belonged to Hulk Hogan and unless I get another copy of Dizzy he will do untold painful wrestling moves on me. Please send me another copy.

P.S. I have a Garth shine in my bedroom and I use SU as a bible.

Steven Smith ,Solihull, Birmingham.

- *Steven, have your parents discovered the fate of their younger son yet? I don't think so! Basically, you're going to be in so much trouble when the cops catch wind of your murderous activities that you'll never get a chance to play computer games again. Thus I'm not going to send you one 'cos it would be a bit of a waste.*

DEATH TO ALL AMIGA OWNERS

Dear Garth. The other day I was playing on my Spectrum when a band of masked Amiga (boo! hiss!) users broke into my room and tried to nick my Spectrum, but in a last bout desperate hope I threw my copy of Dizzy's Excellent Adventures at their leader (who was making a rude sign at me). Dizzy hit him right between his eyes and he dropped my Spectrum but because he was dazed (or maybe because he really wanted it) he picked up my Dizzy game. Please send me a new copy, as I did defend the Spectrum's honor.

Thomas Kelly, Co. Donegal, Ireland.

- *Hi Tom, don't try to fool SU with an unlikely story like this. Everyone knows that Donegal has only recently been connected up to the electricity grid so it is highly unlikely that there are any Amigas in the county. Do you normally run your Spectrum from a portable generator? If you really want some computer action then nip down to Sligo, it's really an amazing place.*





MORE BROTHER TROUBLE

Dear SU, my little brother (2 years old) went into MY computer games (when I was at school) and destroyed three of my BEST games! (Rodland, Lemmings + Turrican 2). He broke into them, took the ribbon out of the tapes and made a rather poor attempt to tie up our cat! When I got home I was just about to scream blue murder when my mum walked in! So please could you send me the aformentioned.

P.S. I still can't find the tapes (3 days later)! maybe the cat ate them!

Ryan Povey, Inverness.

- *Well Ryan, you ve now got a never to be missed opportunity to make a big impression on your little brother, a very big impression, preferably with your big toe. What you should really do is write an IOU on some very official looking notepaper, put it away in a safe for the next twenty years and then demand the games from him when he has some more money.*

BEING POOR IS A BORE

Oh please, you most highly intelligent of magazine editors you are my only hope, I know I really should not be writing to you with an ordinary biro and a piece of ordinary art paper but I couldn't afford a suitable gold plated pen and silver coated writing paper, you see I am extremely poor. I only get a mere pittance given to me each week therefore I can't afford the games I would like without having to save for approximately 5.5 million years.





So, your most highly esteemed person, could you please, please send me Lotus Turbo Challenge, Space Crusade and F16 combat pilot. It is not much to ask of such an immensely talented person such as yourself but I really would like those games and I would be forever in your service. I'll even clean your boots every Thursday.

P.S. Tell Hannah hello and that I think she's absolutely gorgeous and will she marry me!?! xxxxx.

Warren Lee, Blackpool, Lancs.

- *Warren, normally I would throw out letters that are as crap as this but under the circumstances, I just happen to need my boots cleaned every Thursday. So, some software is on its' way to you, but not all of the games you asked for. No, I want to see your part of the deal carried out too so I'm sending you Lotus Esprit Turbo Challenge and the empty box for F16 Combat pilot. You'll get F16, the game and Space Crusade after you've cleaned my shoes for a few thursdays. Oh yes, Hannah likes the idea too, but you'll have to lick her boots to stand any chance of even speaking to her!*

WHO WANTS TO BE A MILLIONAIRE

Dear Garth. My uncle in Australia has passed away and left me and my family 1,000,000. The only problem is he wants us to buy either Hudson Hawk or The Dizzy collection for his son and if we don't we can't get the money. We can't buy him the games because we are so poor, we had to save up for six weeks for the stamp for this letter. So please could you send us one of these games, you're our last hope.

P aul Shanley,Oldham

- *Go to a bank. Show them proof of your uncle's will and fortune. They will give you a loan. Go out and buy the games yourself.*





pire like Bros ALL OVER WWF. So please, you're my only hope, send me another copy.

Ray Kattenthorn, Thelford, Shropshire.

- *'Nuff said. I sympathise completely, sounds like the kind of thing my sister would do. Watch out for a copy of WWF in the post soon.*

SON OF HULK HOGAN

Dear Garthman! My friend now has Sky TV and he is addicted to WWF wrestling but now he practices all the moves on me with very painful results. Sometimes he refuses to let me get of the school bus because he has to either try to 'fly kick' me out of the window or 'body slam' me into the driver. So please send me Final Fight so I can learn some neat wrestling moves to beat crap out of him.

P.S. SU is mega brill.

John Stables, Thurnscore, Rotherham.

- *John, some day you may be grateful to me... but certainly not for sending any software. Because of all the practice your friend is getting wrestling with you he may, one day become a pro. If so you should become his manager and take twenty five percent of all his earnings for all the pain he inflicted on you at school. If this does happen I want my percentage.*

INDIANA JONES
THE FULL STORY

Long, long ago, around the same time as the first amphibian crawled out of the sea, those mighty games people Atari and US Gold put out a coin-op based around the film Indiana Jones and the Temple of Doom, and quite a lot of people liked it.

The game itself centres around Indy's efforts to rescue would-be child sacrifices from their prisons in the mines of the evil Thuggee sect. The main part of the game is a pseudo-3D platform whip 'em up, in which, under a strict time limit, Indy seeks out the prisoners whilst whipping any passing Thuggee guards over precipices to their dooms, avoiding rock falls and using handy overhangs for a spot of swinging-over-a-chasm fun and frolics. The second part of each level sees our hero leaping aboard a mine cart and guiding it down a tortuous underground rail system, with similarly transported Thuggees in hot pursuit. Indy has to avoid running his cart into a dead end, being caught by the guards, or being killed by bats or falling boulders in order to make it to the next stage.





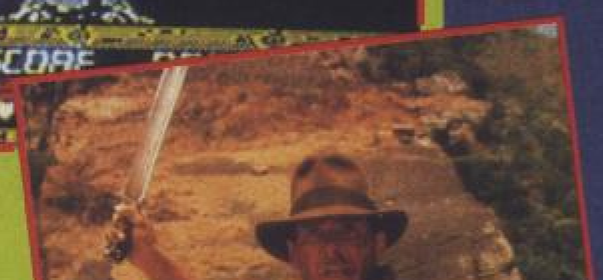
▲ Oh dear.

* *

THE TEMPLE OF DOOM



▲ The Temple of Doom game.



▲ Sword swinging action here.

▼ Actual Spectrum screenshot (ahem).



Temple Of Terror

After completing five or so levels of this, Indy progresses to a showdown with the rather nasty High Priest in Charge of the Temple of Doom. Should Indy dodge the priest's fireballs and successfully negotiate the disappearing bridges and lake of fire, a mystic Sankara stone is his. Once Indy presents three such stones to the statue of the Goddess of Death, Kali, the game is complete and Indy can go and have a cup of tea (and try and work out what he's going to do with three hundred orphaned kiddies at the current rate of child benefit).





On Spectrum

The Spectrum conversion of Temple of Doom certainly retains all the flavour of the coin-op. The graphics are well defined and well animated, although the programmers may have overdone Indy's square jaw a little, making him look a bit like Desperate Dan, and the detail in the backdrops does sometimes make it tricky to see approaching projectiles. Probably the best thing about Temple of Doom is the challenge it presents to even the most hardened gamesplayer. The time limit on the first stage is pretty tight and the map of the mine is large.

The second stage requires quick reactions to avoid running into any number of dead ends, whilst simultaneously keeping an eye out for airborne threats! However, each level is really much of a muchness, so after a while, things can get a bit repetitive. Still, the sub-stages in each level provided sufficient variety to prevent Temple of Doom from becoming a monotonous chore to play. Perhaps it's looking a bit dated compared to some of todays newer software, but Temple of Doom is good for a laugh or two, especially at budget price.



▲ Indy's first computer incarnation.

* *

THE LAST CRUSADE



Where Has That Man Gone?

Nothing much was heard from Indy for a couple of years after Temple of Doom. Then, a couple of years ago the third installment of the Indy film trilogy hit the big screen. Lucasfilm, the people responsible for Indy in the first place, were so impressed by their latest effort that they decided to produce the game of the film all by themselves.

Indy III has some of the best graphics seen on a Spectrum, with huge, clear sprites, detailed backgrounds, smooth scrolling and some fantastic animation. The scrolling on the airship level is particularly impressive - the whole thing bobs rhythmically up and down to simulate the movement of the Zeppelin. The gameplay follows this standard of high quality by twisting the standard platform format slightly. Each level comprises of any number of platforms, ladders, ropes, pits and enemies. It is up to Indy to find his way to one cunningly-placed object or artifact of great importance, and then to the exit.

Do It Yourself!

What makes Indy III different from other platformers is that there is no guidance through the level. Finding your way around is a matter of trial and error at first and even once you have a route plotted, there's always the promise of hidden bonuses to be found in secluded corners of each level. This, coupled with the difficulty of the game, is what really makes Indy such a winner, and a game which every self-respecting Spectrum owner should get hold of.

* *

THE FATE OF ATLANTIS

▼ All along the watchtowers...

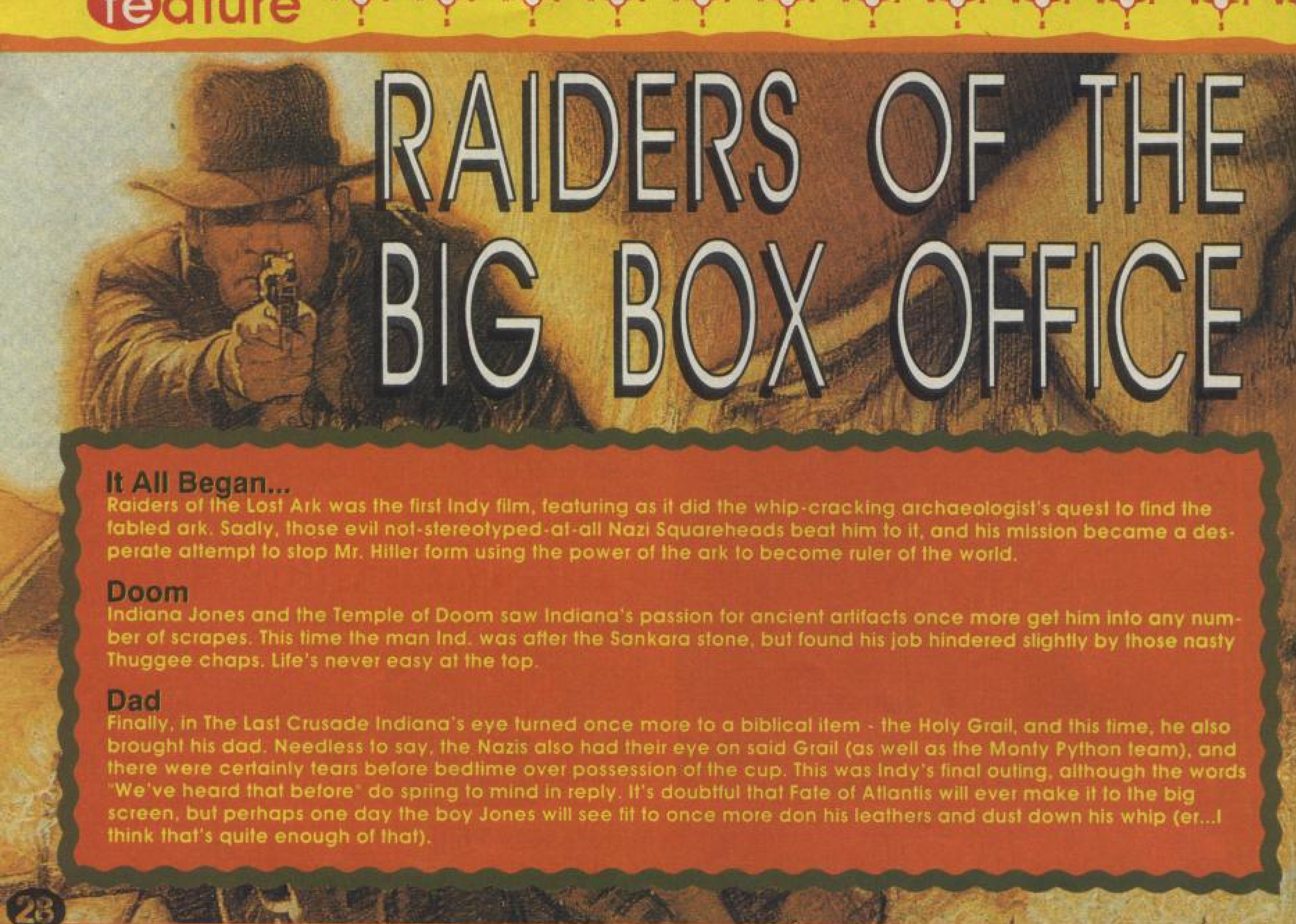


▼ Indy's latest adventure



What Next?

Now, Indy has once more returned to the screen - but in pixellated form only. Indiana Jones and the Fate of Atlantis, as anyone who read our special preview will know, is another Lucasfilm game, this time of the film that never was, what a pity! It looks fabber than fab so far, so make sure you're here for the full low-down in our exclusive review soon.



RAIDERS OF THE BIG BOX OFFICE

It All Began...
Raiders of the Lost Ark was the first Indy film, featuring as it did the whip-cracking archaeologist's quest to find the fabled ark. Sadly, those evil not-stereotyped-at-all Nazi Squareheads beat him to it, and his mission became a desperate attempt to stop Mr. Hitler form using the power of the ark to become ruler of the world.

Doom
Indiana Jones and the Temple of Doom saw Indiana's passion for ancient artifacts once more get him into any number of scrapes. This time the man Ind. was after the Sankara stone, but found his job hindered slightly by those nasty Thuggee chaps. Life's never easy at the top.

Dad
Finally, in The Last Crusade Indiana's eye turned once more to a biblical item - the Holy Grail, and this time, he also brought his dad. Needless to say, the Nazis also had their eye on said Grail (as well as the Monty Python team), and there were certainly tears before bedtime over possession of the cup. This was Indy's final outing, although the words "We've heard that before" do spring to mind in reply. It's doubtful that Fate of Atlantis will ever make it to the big screen, but perhaps one day the boy Jones will see fit to once more don his leathers and dust down his whip (er...I think that's quite enough of that).

WIN SOME HANDY INDY THINGS

In honour of the imminent release of Indy IV, we here at SU have procured a whole heap o'loot, which we fully intend to give away to our most worthy readers.



There is one grand prize of all three Indy videos, an official Indy, all leather dufflebag (for carrying all those artifacts in), and an official Indy all leather bumbag (for carrying all those dads in). Then there are four second prizes (eh?) of an Indy back-pack and an all leather bumbag, and finally five runners up prizes of bum-bags. So don't be a bum, enter now.

If right now you're salivating at the vary thought of getting your hands on such goodies, you'd better stop or you'll ruin the page. Anyway, here's how you can win - Indiana Jones may be the hero's hero, but let's face it, all he ever does is collect antiques. What we want you to do is tell us what the most heroic thing you've ever done is. You can send us a picture of the act, to prove you've done it, or you could draw it, or you could just completely make it up. We don't care as long as it's funny. The biggest hero walks off with the top prize, and all the sidekick material gets the other prizes.It really couldn't be any easier, though no doubt some idiot is going to make it all seem difficult. Will you be that idiot?Never mind there's an idiot's consolation prize too.

Send your entry in to the: *I May Not Be a Hero But I'm Good At Telling Fibs competition*, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, making sure it reaches us by eighteenth of May, even if you have to run down a corridor full of spring loaded spears whilst being chased by a large rock to do so.

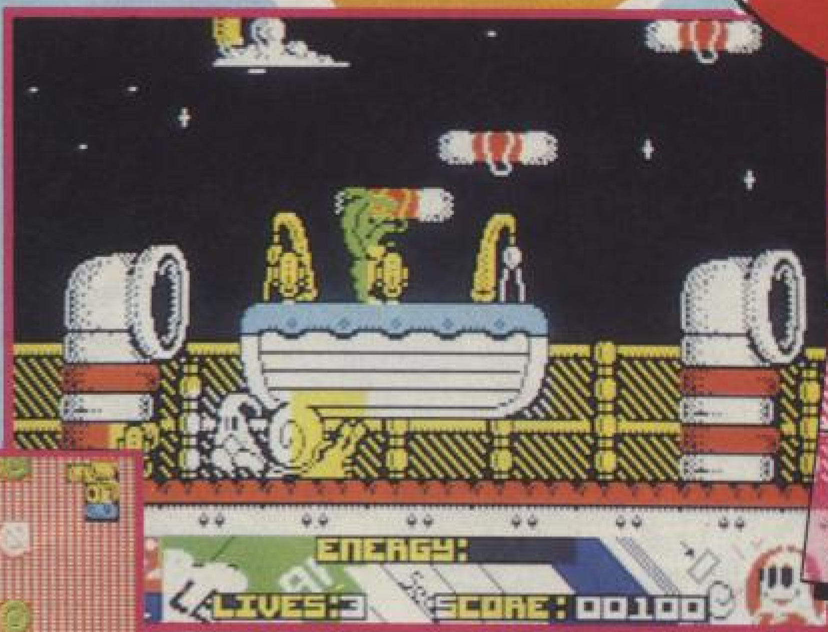
Titanic Blinky



GAME: Titanic Blinky
LABEL: Zeppelin MEMORY: 48K/128K TAPE £ 3.99

It's not every day you encounter a friendly ghost but then it not every day you encounter any sort of ghost! So seeing one with a big smile, eyes the size of a page 3 girl's best assets and going by the name of Mr. Blinky came as a bit of a surprise to me.

Agent Blinky is part of the Society for the Prevention of Ectoplasmic Crime, Telekinetic misuse and Reality Endangerment. And if you can actually pronounce that name you should find the game relatively easy to play. Blinky (super agent) is basically out to stop Arthur J Hackensack (eccentric billionaire) from taking over the world.



▲ *Blinky aboard a ghost ship (chortle).*

Scores	
GRAPHICS	65
SOUND	41
PLAYABILITY	66
LASTABILITY	59
OVERALL	70%

Cyril Hirelle

It Shouldn't take too long to complete this game and it really won't have you coming back for more once you have done so, but it is moderately good while it lasts.



▲ *It's a fab bonus game.*

Blinky has also been blessed with the God given greatness of living in a world with no sound except for a merry little tune, played once he's collected his quota of tokens for each level.

And that's really it! Titanic Blinky is all about idling around the biggest failure in the history of shipping, shooting some very odd looking creatures and collecting tons of tokens. It's not really a classic and it wouldn't get into my top ten games of the year but I do have this weird tingling feeling that some of you will like Titanic Blinky... or is it just the dog licking my feet again.



All this takes place around the newly raised, amazingly colourful and clear surroundings of the infamous Titanic were Blinky has to jump, climb, shoot, collect tokens and solve the odd puzzle or two to achieve his goal.



▲ *Ghostly goings-on underwater with Blinky the swimming spook.*





▲ *Where's the skeleton crew?*



Once he has collected as many tokens as possible on a particular level he then floats, as ghosts do, off to another section of the ship. At one point you even get to swim under the ship, as Blinky dons his diving gear. This is a problem. I never knew that ghosts needed diving gear. After all they don't actually breath do they? They are dead, aren't they?

Alan



Touring around a ship for hours on end is not really my idea of fun and that's where Blinky falls down. Jumping up and down, up and down, up and down collecting tokens which never seem to have any really affect on the game can give you the same feeling you'd get if you watched the Onedin Line while having a Ken Dodd albura pumped into your ears.





The gang all together. One big ugly looking happy family. What a great show.

Have you've ever been watching Potsworth and Company on the TV and have thought "Yes, I believe I would like to step into the Dream Zone", like it says in that song at the end of the program? Well, now's your chance to do so, and without having to get completely hyperactive on six gallons of Lucozade either!

The cheeky teenagers and their inseparable talking dog, Potsworth are in a bit of a fix. The guardian of the Dream Zone, the Grand Dozer, is having a rather bad attack of insomnia. Now normally, staying awake would be a fine trait in a king but sadly the longer the Grand Dozer stays awake, the less substantial the Dream Zone becomes, until it eventually dissipates, leaving people with nothing but nightmares for the rest of their lives! Aggh!

Luckily, there is some hope. Certain mystical sleep-inducing objects (such as the Holy Les Dennis Laughter Show tape) are



Ohh! You naughty robot! Don't come near me with all that shiny metal!!



That bird looks nice and fat. Yum Yum! Dinner should be good tonight. Salt and Pepper?

dotted around the landscape of the Dream Zone, and should the kids bring these back to old Dozer he'll more than likely drift off into a peaceful slumber and all will be well again.

Sadly, the Nightmare Prince (Mr. bad guy) is quite happy about this miserable downturn in affairs, after all, it means increased responsibility for him, and so he has dispatched truck loads of his minions to stop the gang.

This is where you come in. The Dream Team has split up and are each searching for one object. You must guide each of them around their selected zone, avoiding (or blasting) nasties, solving all the puzzles you may chance across and getting back to the Grand Dozer before the Dream Zone breaks up.

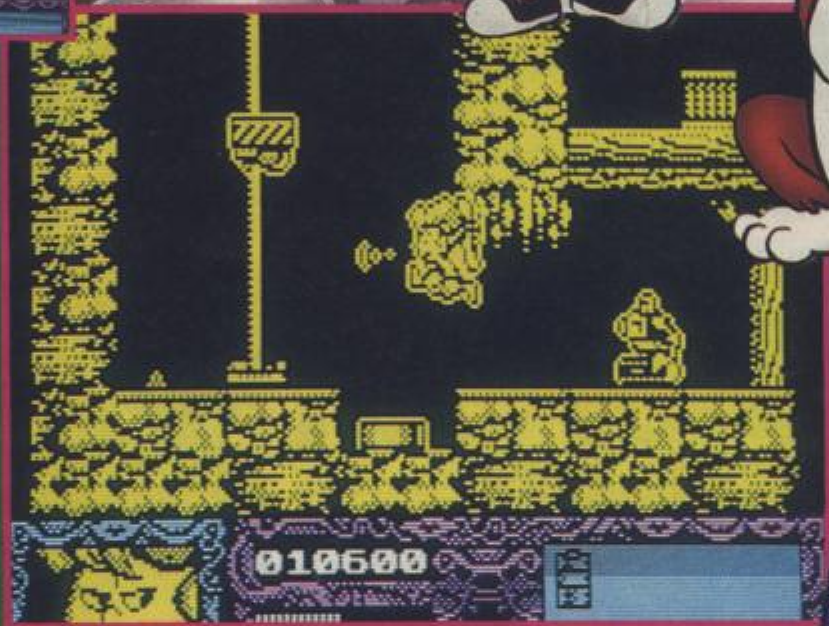
Each zone is a basic platform environment, filled with the usual sort of hazards such as collapsing walkways, spikey pits and tricky ledge-jumps all of which must be negotiated, as well as a number of other heinous hindrances specific to each level. For example, on level one, lifts and conveyor belts must be activated by dropping blocks onto the right switches. Unfortunately, this can mean pushing a crate halfway around the level before you reach the right pad!

Each character has their own powers and modes of attack which must be mastered to combat each level, giving the game plenty of variety. Controls are simple enough; Up to jump, left and right for directions and fire to activate your special power. Each character is pretty maneuverable too, which is just as well as some of the situations



Ohh! That hurts man!





Ohh lordy, I feel very sick with all this jumping, oogggh!

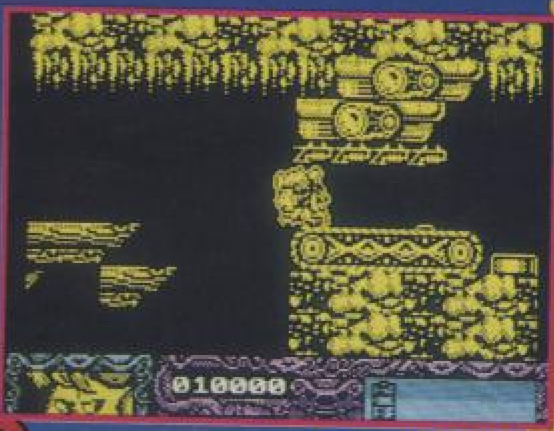
Alan



Potsworth and Co. will probably last a while as it's quite challenging and good fun to play. Still, there are a lot more action games out there which provide that extra bit of excitement. If you're looking for something a little more cranially-inclined though this is one to look out for.

GAME: Potsworth and Co.
LABEL: Hi-Tec
MEMORY: 48K/128K
TAPE
£6.99




Croucing like no cartoon character has ever-crouced before.

they get into can get rather sticky. A lot of Olympic gymnasts would surely love to be able to run whilst crouching, but it's all in a days work for the Dream Team.

Potsworth and Co is a playable platform/puzzle hybrid with decent graphics and sound, quick responsiveness and spot-on collision detection. But at the end of the day, the Spectrum has already got plenty of playable platform games, so what's in this that makes it stand out? Well, for starters, the puzzle element is more evident than in most games of this ilk, and the levels are laid out in such complex patterns that completing even level one is no easy task! It certainly helps to make a map... if you've got the patience for that kind of thing.

The one real problem with Potsworth (and Company) is that there is very little challenge to your reflexes, so once you've completed a level, next time you play you've simply got to repeat what you've done before. This can lead to the early levels getting very repetitive, and thus you'll need a great deal of patience to reach the end. Still, Potsworth and Co is a playable, funny title, and certainly one which brain-use-fans would do well to try out.



In case you're one of those sad types who never watches Potsworth and Co, here's a quick run-down of each character and their individual abilities

ROSIE



Rosie is the miserable brat who can't stop moaning. In this game she must find the Mystic Lullaby Ghetto Blaster and also collect lumps of moon rock (for it's kip-promoting properties). She can also fend off evil with her sonic blast (probably from her mouth).

NICK



In the Dream Zone Nick is Super Duper Man, a flying hero with a pet dinosaur. In the game, Nick is searching for the Magic Poppy in the Suspire State Building. Nick's Super Duper strength comes into play, as he can carry and throw objects whenever the whim should strike him.

POTSWORTH



The talking dog of the title. Apart from complain, Potsworth can't actually do very much, except run and jump. Still, Candy Zone (replete with rivers of cream and floating cakes) is his destination in his search for the magic Drinking Chocolate of Zorg (well, drinking chocolate anyway).

CARTER



Carter's special power has nothing to do with him being an Unstoppable Sex Machine (thank goodness). Carter is, in fact, the world's greatest artist. He must travel to the Rainbow Zone, home of unearthly colours everywhere, and use those same colours to paint an especially soothing picture to ease the Dozer into the Land of Nod. Carter's knack of painting ledges (and then bringing them to life) is essential to negotiating certain chasms here.

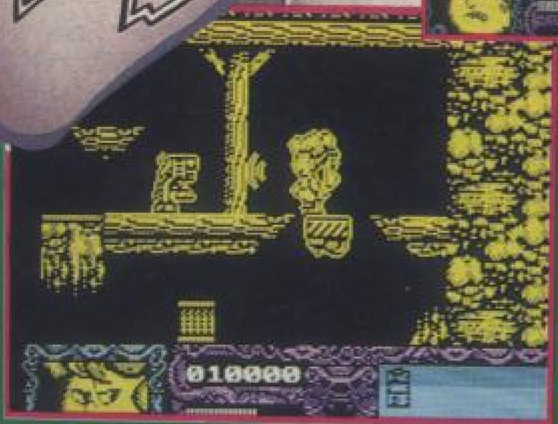
KEIKO



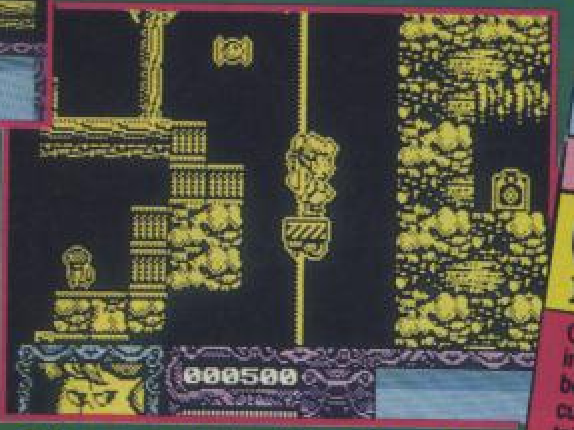
Keiko is in possession of a rather fine floating skate-board, providing you keep it powered up with dream energy. Keiko zooms around the Carnival Zone in a bid to collect the five Mystic Arrows and the Mystic dollar bill. Presenting these at the Indian shoot out, reached by successfully skating over all the fairground rides, reaps a giant teddy bear for the Dozer to snuggle up to. Aaah!



Maybe you should wait until the lift gets to the top before you jump.



Get out of my way gun! I'm not afraid of your sort, just don't shoot...Please!



Crikey, now which will she choose? The microphone or the sweets? Dunno.

Scores

GRAPHICS	79
SOUND	75
PLAYABILITY	83
LASTABILITY	82
OVERALL	81%

Ed Lawrence

Challenging game variety, but traipsing through early levels again soon becomes a chore. Still, it remains accurate to the original and would certainly be a good buy for puzzle fans.

MURRAY MOUSE IN MOUSE MANIA

GAME:Murray Mouse In Mouse Mania
LABEL: Code Masters
MEMORY: 48K/128K
TAPE£3.99

As a young child in west London I was always getting into trouble. Other parents used to scold their children or give them a quick whack with a slipper (which is a very bad thing to do) but my parents had a particularly heinous way of dealing with my misbehaviour.



▲ *Murray in the slimy sewers of Mouse Mania.*

They used to make me sit in front of the TV, watch Coronation Street and, wait for it, eat half a pound of Gorgonzola cheese. My breath was smelly and all the other kids used to tease me something awful (they don't now 'cos I'm at least a foot taller than any of them). Anyway one night a mouse crept into the larder and ate their cheese. It was dead the next morning (that Gorgonzola is strong stuff) but ever since I've loved mice.

Now it's your chance to become a mouse. Put on your Mickey mouse mask, start chewing holes all over your house, then buy a pair of Nike Air trainers so you can jump and run like a raving loony for hours on end.

It's time to stop the forces of evil from stealing all the cheese in the world (though I really don't care), and become a hero. This is the basic story behind Codie's latest budget character Murray Mouse. Murray is apparently a super cop and the reigning all England Dutch Red cheese eating champion (having beaten the likes of Danger Mouse into first place). He must battle against the Moufia to save the cheesy moon from been taking over and eaten. Along the way he must also save ten of his mouse pals.

Murray Mouse is a puzzle/adventure game where you have to collect objects and use them in various parts of the game to help you progress further. It is a rather odd game because messages keep appearing every minute telling you about the area you're in, what to expect next and even the odd joke or two.

Murray Mouse In Mouse Mania is a fun game. Collect lots of important items and save your pals in a colourful world with big and clear sprites everywhere. It does however have downsides:



Alan

Murray Mouse isn't the most impressive or original game I've seen lately but it does have enough charm and playability to make it a favourite and another possible cult hit from Code Masters.



▲ *Murray's ickle fwuffy bedroom.*



◄ *However is Murray going to get through that wall I wonder?*

The only real sound is the pitter patter of the famous rodent's feet as he potters around his cheesy world while control of the main sprite is unfortunately rather poor. However, putting these complaints aside, Murray Mouse is a fine, playable game that is in the final analysis worth a look.



▲ *This action-packed title screen goes some way to explaining the plot of the game. Or something.*



lost a life!

For example: 'Why did the mushroom go to the party: Because he was a fun guy'. Yes, it is bad but this is the sort of thing you have to put up with in the search for good games.

▼ *It's the stretchy mice of doom!*



scores

GRAPHICS	80
SOUND	43
PLAYABILITY	67
LASTABILITY	69

OVERALL 78%

Cyril Herelle

First there was Mighty Mouse, then Danger Mouse and now Murray Mouse. He may not make it to the big time like his famous relatives but there is plenty of potential in this game for you to make him your own little big-eared star in the safety of your own abode.

The GREATEST EVER MULTIFACE SALE

Get ANY MULTIFACE or MULTIPRINT or VIDEOFACE for just £29.95 + a FREE Lifeguard (please add £2.00 p&p)

ROMANTIC ROBOT are moving away from 8-bit computing. The MULTIFACE will always remain the BEST thing that has ever happened to the SPECTRUM - but it's time to move... If YOU haven't got a MULTIFACE, make YOUR move NOW. This is our BIG CLOSING SALE - get any magic box with a FAB discount PLUS a FREE LIFEGUARD while you can!

Make your SPECTRUM happy - buy it a MULTIFACE!

MULTIFACE 1 ~~£39.95~~ **£29.95**
For Spectrum 48 128 +2 in 48K mode Saves to tape, microdrive, wafer, Opus. With a joystick interface.

MULTIFACE 128 ~~£44.95~~ **£29.95**
For Spectrum 48 128 +2 in 48 128K mode. Saves to tape, microdrive, +D, Disciple, Opus.

MULTIFACE 3 ~~£44.95~~ **£29.95**
For Spectrum +3 or +2A. Saves to disk and tape

MULTIPRINT ~~£44.95~~ **£29.95**
For Spectrum 48 128 +2.

VIDEOFACE Digitizer ~~£44.95~~ **£29.95**
For any Spectrum. Lifeguard not usable with Videoface. We can supply Music Typewriter instead, if you ask. Also, for extra £2.00 software available on disk.

GENIE ~~£9.95~~ **£6.95**
For Spectrum 48 128 +2 with Multiface 1 128 Multiprint.

LIFEGUARD ~~£9.95~~ **£6.95**
For any Spectrum with any Multiface Multiprint.

You MUST NOT use any of these products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is ILLEGAL!

All prices are already discounted and apply to Mail Orders to 19.5.92 only

I enclose a Cheque/Postal Order/Cash **plus P&P** for £..............
or debit my Access/Visa
Name..Card Exp..........
Address..

P&P UK & Europe	£ 2.00	P&P OVERSEAS	£ 3.00
MULTIFACE One	£ 29.95	GENIE 1/128 (NOT 3)	£ 6.95
MULTIFACE 128	£ 29.95	LIFEGUARD	£ 6.95
MULTIFACE 3	£ 29.95	LIFEGUARD on disk	£ 8.95
MULTIPRINT	£ 29.95	WRIGGLER	£ 2.95
VIDEOFACE	£ 29.95	Spectrum +3 Disks	£ 2.95
MUSIC Typewriter	£ 5.95	Spectrum +3 Tape lead	£ 2.95

ROMANTIC ROBOT UK Ltd. 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs 081-200 8870 ☎ SU

PRICE BUSTER READ THIS!

AMAZING OFFER
Select any two games from thre list below at discount price, ie.
£2.99 + £2.99 not £5.98 but £5.50
£2.99 + £3.99 not £6.98 but £6.50
£3.99 + £3.99 not £7.98 but £7.40

BUDGET

3D Stock Cars 2 .... New 3.99
3D Pool .... New 3.99
Action Double .... New 3.99
Augie,Doggie &Doggie Daddy .... New 3.99
Airborne Ranger .... New 3.99
Atlantis 4 Pack .... New 3.99
Acxtion Double .... New 3.99
Altered Beast .... New 3.99
APB 3.99
Biff .... New 3.99
Batman the Movie .... New 3.99
Big Nose's American Adventure .... New 3.99
Bubble Bobble 3.99
Bubble Dizzy .... New 3.99
CJ's Elephant Antics 3.99
CJ in the USA .... New 3.99
Championship Golf 3.99
Cabal 3.99
California Games 3.99
Chevy Chase .... New 3.99
Chase HQ .... New 3.99
Classic Punter 2.99
Classic Trainer 2.99
Cricket Captain 2.99
Cricket Master 2.99
Classic Trainer 2 .... 3.99
Defenders of the Earth 2.99
Devastating Blow .... New 3.99
Dizzy Panic 3.99
Double Dragon 2.99
Double Dragon II .... New 3.99
Dragon Spirit .... New 3.99
Escape from Planet of the Robot Monsters .... New 3.99
Fantasy World Dizzy 3.99
Fast Food 3.99
Fighter Pilot 3.99
First Past the Post 3.99
Footballer of the Year 3.99
Footballer of the Year2 .... New 3.99
First Division Manager .... New 3.99
Fruit Machine 2 .... 3.99
Ghostbusters II 3.99
Ghouls & Ghosts .... New 3.99
Grand Prix Challenge .... New 3.99
Golden Axe .... New 3.99
Hard Drivin' .... New 3.99
Heros of the Lance .... New 3.99
Hogoblin 2.99
Hong Kong Phooey 2.99
Indiana Jones & the last Crusade .... New 3.99
Interchange 2.99
Impossamole .... New 3.99
Jimmy's Soccer Manager .... New 3.99
Jonny Quest .... New 3.99
Last Ninja 2 .... New 3.99
Lotus Esprit Turbo Challenge .... New 3.99
Magicland Dizzy 3.99
Mega Hot - 9 Titles 4.50
Miami Chase .... New 3.99
Moonwalker .... New 3.99
Manchester United .... New 3.99
Murray Mouse Supercop .... New 3.99
Midnight Resistance .... New 3.99
Multimix 1 .... 4.99
Multimix 2 .... 4.99
Multimix 3 .... 4.99
Multimix 4 .... New 4.99
Multimix 5 .... New 3.99
New Zealand Story .... New 4.99
Navy Moves .... New 3.99
Operation Thunderbolt .... New 3.99
Outrun 3.99
Paperboy 2.99
Puffy's Saga .... New 3.99
Power Drift .... New 3.99
Pub Trivia 3.99
Puzznic .... New 3.99
Quattro Coin Ops 3.99
Quattro Adventure 3.99
Quattro Arcade 3.99
Quattro Cartoon 3.99
Quattro Fantastic .... New 3.99
Quattro Combat 3.99
Quattro Firpower 3.99
Quattro Sports 3.99
Quattro Super Hits 3.99
Quattro Super Hits 3.99
Quattro Super Skills 3.99
Quattro Fighters .... New 3.99
Question of Sport 3.99
Rainbow Islands .... New 3.99
Rambo III 3.99
Red Heat 3.99
Renegade III 3.99
Rick Dangerous .... New 3.99
Robocop .... New 3.99
Scooby Doo & Scrappy Doo 3.99
Sky High Stuntman .... New 3.99
Slightly Magic 3.99
Soccer Director 2.99
Soccer Double 2 .... New 3.99
Soccer Double 3 .... New 3.99
Soccer Pinball .... New 3.99
Soccer Rivals .... New 3.99
Snooker Managment 3.99
Shadow of the Beast .... New 3.99
Shadow Warriors .... New 7.99
Skate Wars .... New 3.99
Super Off Road .... New 3.99
Spike in Transylvania 3.99
Strip Poker 2 .... 2.99
Stunt Car Racer .... New 3.99
Superkid in Space 2.99
Super Seymour .... New 3.99
Switchblade .... New 3.99
Tarzan goes Ape 3.99
The Games Summer Edition 3.99
The Games Winter Edition 3.99
TinTin on the Moon .... New 3.99
Tomahawk 3.99
Toobin' 3.99
Top Cat BeverleyHills Cat 3.99
Top Gun 3.99
The Spy Who Loved Me .... New 3.99
Tracksuit Manager 2.99
Treasure Island Dizzy 3.99
Turbo Outrun .... New 3.99
Turrican .... New 3.99
TT Racer 2.99
Untouchables 3.99
Vindicators 3.99
Vendetta .... New 3.99
Wile E. Coyote .... New 3.99
Wembley Greyhounds 3.99
X - Out .... New 3.99
Xybots 3.99
Yogi & the Greed Monster 2.99
Yogi's Great Escape 2.99

FULL PRICE

	Cass	Disk
3D Construction Kit	16.99	16.99
Cisco Heat	7.99	N/A
Captain Planet	7.50	11.50
Double Dragon 3	8.99	11.50
Final Fight	8.50	11.50
Fun School 2 Range	7.50	9.99
Fun School 3 Range	9.99	12.99
Fun School 4 Range	9.99	12.99
Football Director 2	7.50	N/A
Hudson Hawk	8.50	10.99
Lemmings	9.50	N/A
Man Utd Europe	8.99	N/A
Neighbours	7.50	N/A
Outrun Europa	8.99	N/A
Potsworth & Co.	5.99	N/A
Paperboy 2	8.50	N/A
Pitfighter	7.50	10.50
Robin Smith Int Cricket	7.50	N/A
Robozone	7.50	N/A
Rodland	8.99	N/A
Shadow Dancer	7.99	N/A
Shoe People	7.99	N/A
Skull & Crossbones	7.50	9.50
Space Crusade	7.50	11.50
Smash TV	7.99	N/A
Super Space Invaders	7.50	N/A
Terminator 2	7.99	10.99
The Jetsons	5.99	N/A
The Simpsons	7.99	N/A
Turtles Coin Op	8.50	N/A
Viz	7.50	N/A
World Class Rugby	7.99	N/A
WWF Wrestling	8.99	N/A

CALL US ON 24 HOUR CREDIT CARD HOTLINE
(021) 440 4108
PLEASE STATE NAME, CARD NUMBER, EXPIRY DATE & GOODS REQUIRED

COMPILATIONS

DIZZY COLLECTION
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy & Magicland Dizzy.
CASS 7.50

DIZZY'S EXCELLENT ADVENTURES
Dizzy Panic, Kwick Snax, Speedbound Dizzy, Dizzy Prince of Yolk Folk.
CASS 7.50

DIZZY CARTOONS
Dizzy, Spike in Transylvania, Slightly Magic, DJ's Elephant Antics, Seymour Goes to Hollywood.
CASS 7.50

SOCCER 6
Tremble Champ, European Champ, World Soccer League, Euroboss, World Champs, Trevor Brooking's World Cup Glory.
CASS 7.50

POWER UP
Altered Beast, Turrican, Chase HQ, X - Out, Rainbow Islands.
CASS 11.99

TNT 2
Hydra, Skull & Crossbones, Hard Drivin' 2, Badlands, Stun Runner.
CASS 8.99

NINJA COLLECTION
Shadow Warrior, Double Dragon, Dragon Ninja.
CASS 7.50

MOVIE PREMIERE
Teenage Mutant Hero Turtles, Back to the Future II, Gremlins 2, Days of Thunder.
CASS 10.50

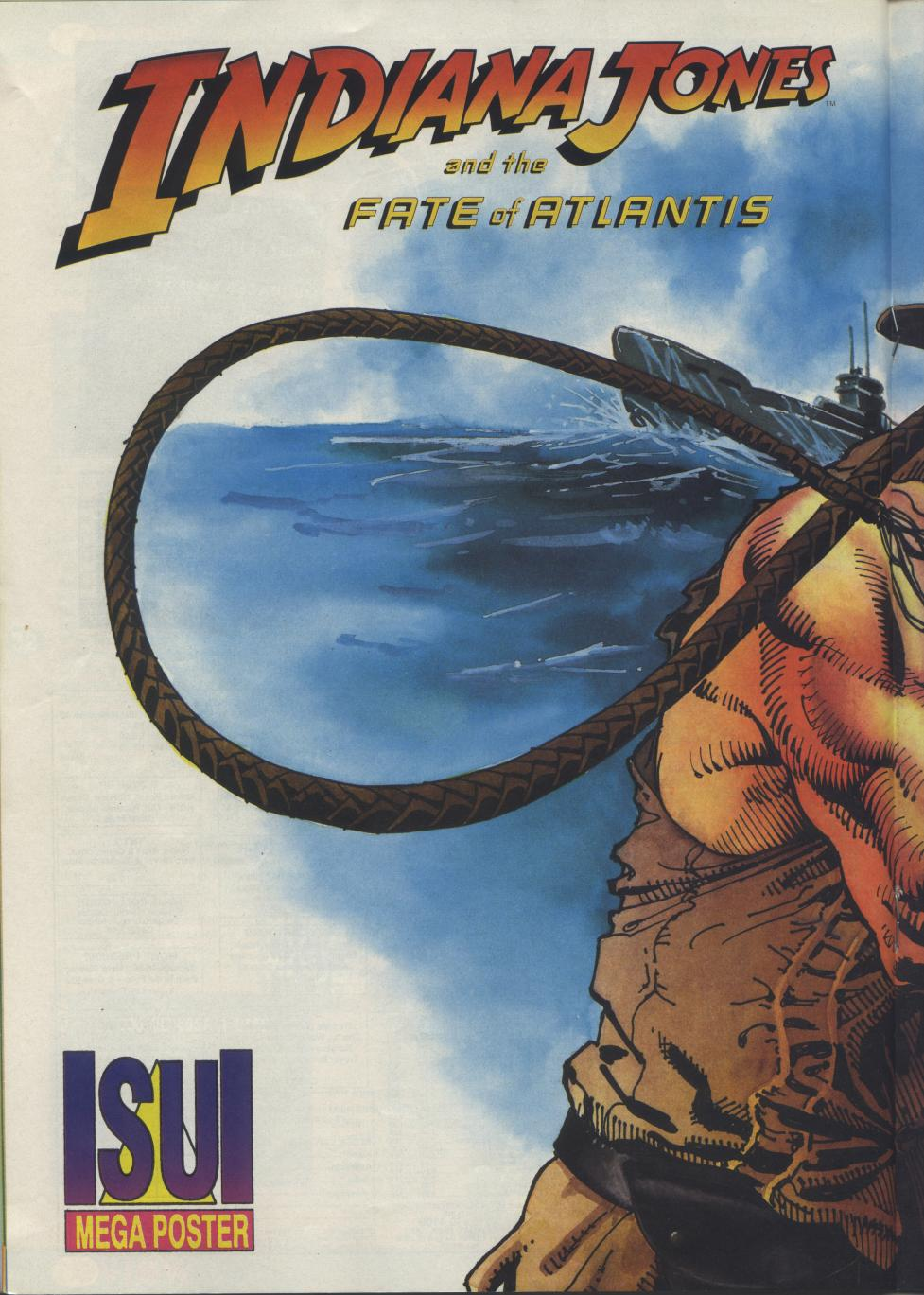
CHART ATTACK
Lotus Esprit Chall, Impossamole, Cloud Kingdoms, Ghouls & Ghosts, Supercars.
CASS 13.99

ORDER FORM AND INFORMATION.
All orders sent 1st Class subject to availability. Just fill in the coupon and send it to: PRICEBUSTER, Unit 23, 14/20 George Street, Birmingham. B12 9RG (DEPT SU)

BLOCK CAPITALS
Name: ....
Address: ....
....
....
....
....
Postcode:............ **Tel No:**....................

NAME OF GAME	COMPUTER	VALUE
	POSTAGE	
	TOTAL	

Postage Rates: Please add 50p P&P on all orders under £5.00. EEC Countries add £1.00 per item. Non EEC add £2.50 per item. Cheques payable to Price Buster


INDIANA JONES™
and the
FATE of ATLANTIS
ISU
MEGA POSTER


CLIFF ROBINSON '92.



GAME: ROBOCOP 3 LABEL: OCEAN MEMORY: 48K/128K

ROBO

Pah! You can't trust those OCP people can you? They're never satisfied - no sooner have they built one mass killing machine than they're off building another. It's fortunate for the general populace that their first creation - Robocop - has enough social conscience to try and knock off all his successors - it certainly beats the hell out of relying on a union to provide job security.

Sadly, OCP themselves don't take kindly to this sort of profit damaging behaviour by ex-employees, so they have enlisted the help of the Splatterpunks gang to help deal with Robo, as well as throwing their own army of death robots into the fray!

Thus runs the plot of Robocop 3, the latest shoot 'em up from Ocean. In each of the five levels that make up the game, you, as Robocop, must put a stop to the evil machinations of both the OCP Corporation and



Robo 3 uses a locking targeting system. Line 'em all up...

the drug- crazed Splatterpunks by shooting everything you see.

The first level is an Operation Wolf style shootout with the Splatterpunks. It takes place on an otherwise deserted street where you must fend off the Splatterpunk attacks and blow the gang members into oblivion. From here, Robocop moves on to the abandoned Rocket Motors factory in the first of the platform levels where he fights against both Splatterpunks and Corporate Warriors.

Robo also has his first brush with the new OCP 'bot - a deadly black-clad ninja, who refuses to die! After this, if you manage to get any further, Robocop dons his jetpack for some airborne blasting thrills against the armies of OCP in an effort to destroy the prototype OCP Super Tank! He must then hike it back, once again, to the OCP Tower (avoiding a deadly ground-strafing helicopter gunship along the way), before scaling it to take on the remaining Otomo Ninja Robots - all at once!

As you may have guessed, Robocop 3 is very similar in its implementation to its predecessors, no doubt playing on the HUGE success of the first game (which spent more than six months at number one in the official Gallup sales charts!). However, a few novel twists have been added to the gameplay to prevent the formula from becoming staid.

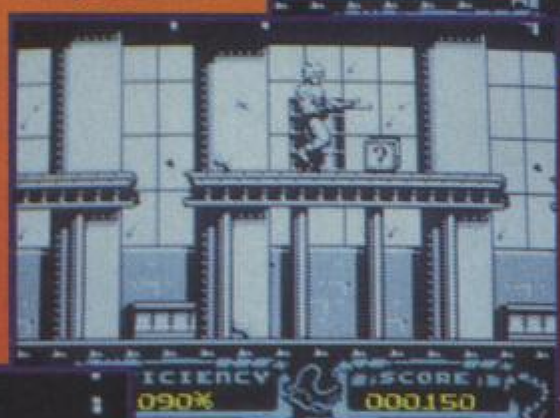
The shootout level makes for a pretty good start, packed as it is with loads of death and an interesting targeting system (you have to lock on to your target before firing). From here, things move on to the more familiar platform format, although Robocop 3 is definitely a lot tougher than the previous games in the series.



And shoot 'em all down. It's not as easy as it may look!

Unfortunately, some of this difficulty is contained in the fiddly control method which forces you to use space for jump - surely up and fire would have been easier? That aside, the platform levels are still pretty entertaining, with an ever-present sense of purpose adding some atmosphere to the proceedings. The horizontally-scrolling shooting section is quite standard fare, but it does add some variety. Level five is





Platform level two. Enemies creep up hot and heavy, like a vindaloo.

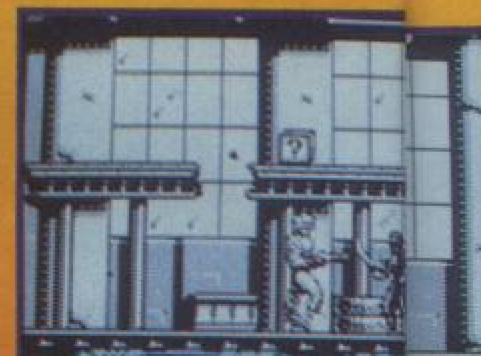
easily the best though, as Robo struggles against impossible odds against the Ninja - you really have to learn their tactics and Robo's capabilities to beat them.

Robocop 3 has some very nice graphics (even if they are all monochrome), especially on the first level. The animation is also of a high standard and the backgrounds are atmospheric and detailed. The sound isn't so bad either, with plenty of blasting and squelching sounds to accompany the action.

WONDER WEAPONS

Robocop is certainly not defenceless in his fight for justice. He starts the game with his trusty autopistol, although this rapidly becomes outclassed by some of the hi-tech gear packed by his enemies. Luckily, strewn around the landscape are power-up crates. Smashing one of these open reveals either an energy-restoring life- up, rapid fire upgrade, three-way machine gun or, best of all, guided missiles! Although these weapons make life a little easier for our cyborg chum they are limited in their ammo supplies, and so they should be used sparingly.

Although there's no doubting that Robocop 3 is a fun game, it doesn't really make much of an advanceme over the previous offerings in terms of looks or general gameplay. The platform levels may look different in general detail, but they play the same as the ones in the first Robocop game. The slightly iffy



Time for a refreshing acid bath Robo?

scores

GRAPHICS	90
SOUND	76
PLAYABILITY	81
LASTABILITY	87
OVERALL	88%

Ed Laurence

Robocop 3 brings the game's difficulty rating back up to the level of the original Robocop but, although it has lots of new enemies and many new features it's still very much the same old story re-hashed over again. However it has to be admitted that it's a darn good storyline for a shoot 'em up and so, if you're a fan of the genre, I have to recommend this game.

TAPE£11.99 DISK£14.99



Robot Ninja related japes!

Aggh. it's one of those modern type Robocops. Tough, very tough.

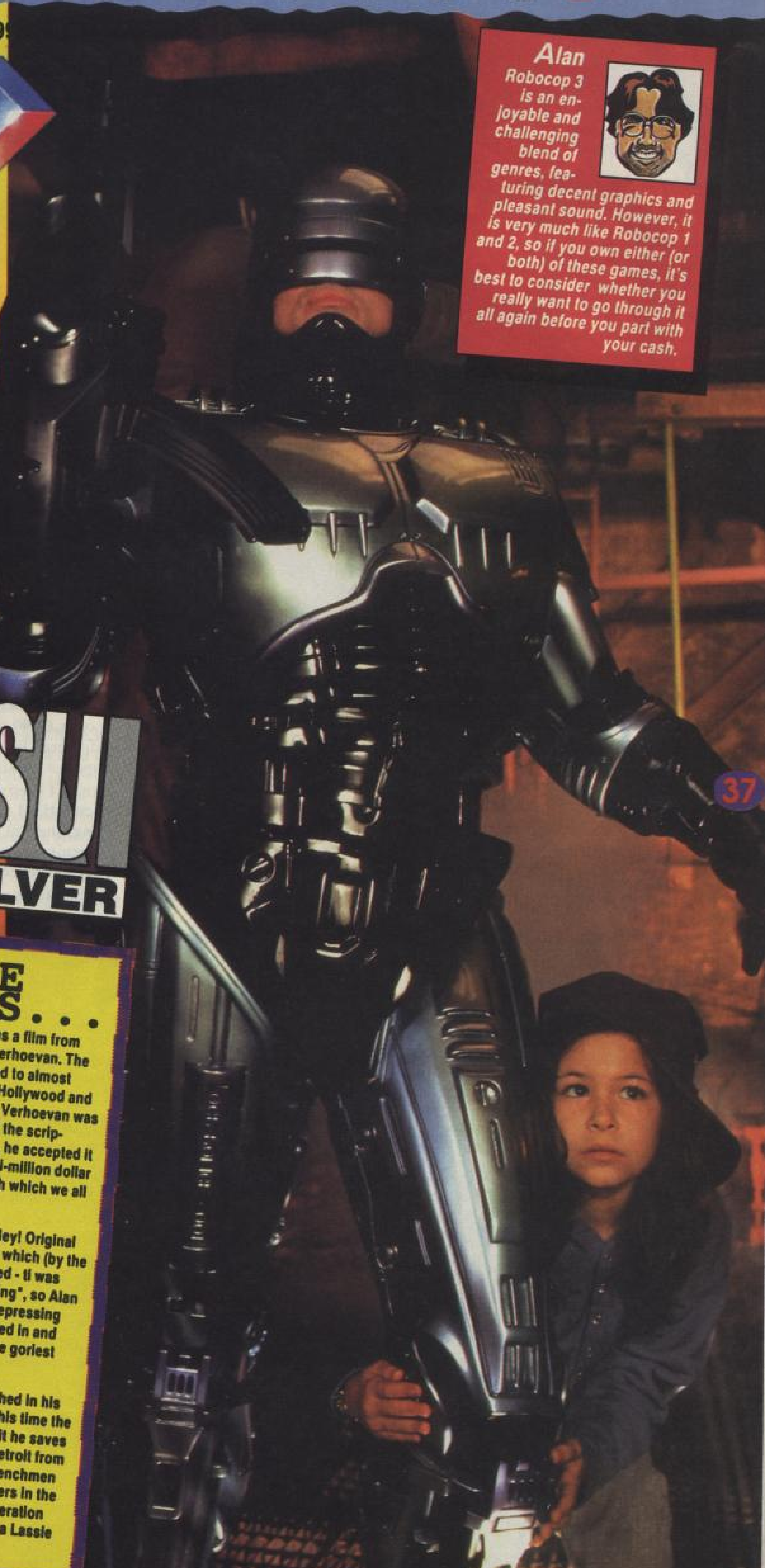




SU SILVER

control method and the annoying instant-death traps (although they are few) detract from the overall playability of the game as well.

Overall though, Robocop 3 is a worthy successor to the series, it is a lot more difficult than the second installment and, although the plot is wearing thin, it has to be said that this game is worth getting.



Alan

Robocop 3 is an enjoyable and challenging blend of genres, featuring decent graphics and pleasant sound. However, it is very much like Robocop 1 and 2, so if you own either (or both) of these games, it's best to consider whether you really want to go through it all again before you part with your cash.

IN THE MOVIES...

Robocop started life as a film from cult producer Paul Verhoevan. The script had been circulated to almost every major producer in Hollywood and was rejected every time - Verhoevan was a last resort of the part of the scrip-twriters! Luckily for them, he accepted it and turned it into the multi-million dollar feast of violence and death which we all know and love.

Next came Robocop 2 (Hey! Original title!), the first script of which (by the original writers) was rejected - ti was thought to be "too depressing", so Alan Moore, author of the ultra-depressing Watchmen comics, was called in and saved the day with one of the goriest robot movies ever made!

Robo is soon to be unleashed in his third screen outing, but this time the rating is set at a lowly PG. In it he saves the homeless people of old Detroit from being exterminated by OCP henchmen who are shooting all the dossers in the city as part of an urban re-generation scheme. Sounds like a bit like a Lassie film script to me!

Sorce

Obviously, different people will have different definitions. I would like to put forward the sound of dripping water at four o'clock in the morning. You are lying awake in bed, listening to the relentless drip-drip-drip of some unknown source of water, and you just can't get back to sleep again. A reluctant survey of the cave (or house if you live in one) reveals that all the taps are very much in the OFF position, but as soon as you clamber back into bed and close your eyes you hear...drip-drip-drip. Are we haunted by a ghost with a leaky bucket? I don't know, but I hope that it's a noise I never have to listen to again.

Another noise I never want to listen to again is the sound of the telephone ringing in the GI Games release HRH (originally produced by 8th Day software). To get on with the game you have to answer the telephone at least three times, which means a lot of listening to telephones ringing, and by the end of it all you will realise that sound, like Percy Sugden and taps in my cave, should have an OFF command.

The game HRH by the way, is suitable for those who don't worship the Royal Family (say one word against the Queen Mother and there'll be a world of trouble) and who don't mind the odd rude word. It costs £1.99 on tape and GI Games work from 11 West Mayfield, Edinburgh EH9 1TF (cheques, however, should be made payable to Sandven Ltd).

Greetings mortals. What is the worst sound in the world? To a small elven relative of mine, it is the theme music from Coronation Street. As soon as it starts to play, he scampers out of the room and refuses to appear until it is over. His parents, avid fans of the programme, cannot explain this behaviour at all.

I know I keep mentioning GI Games, but they repeatedly produce the goods (HRH originally cost £6.95, and for those who care about such things the plot of this rather good game involves you returning the Queen's giro which has somehow landed on your doormat) and help keep the adventure world alive.

As indeed do companies like The Guild, who live at 760 Tyburn

Witts End



MORDEN'S QUEST

(from where we left off):
Back at the machine after visiting the futuristic area, push plate until you reach the Roman Area, then, making sure that you still have the cigar with you, go north until you can take the sword and the shield, smoke the cigar, transport laurels, S, S, S, W, W, N, NE, kill and skin minotaur, take and transport piece of machine...the end!

RETARDED CREATURES AND CAVERNS

(from where we left off):
Enter the castle, and as the dragon is asleep you can go west into the tunnel, where you will find an eagle held with a ball and chain. Examine chain to find that it's secured with a padlock, so unlock padlock. The grateful eagle gives you a box before flying away, so examine box to see a button and an aerial, examine aerial to see that it is extendible, extend aerial, then return to antechamber.

By now the dragon is awake. Press button for a helpful stranger to appear, press button (again) for Bulbo to appear and, provided you haven't damaged his boots, he will dispose of the dragon. When the dragon has gone you can get gold, pull handle to open the door to the north wall, north into the alcove where you'll find the gold piece and anything else the elf stole from you, south back to the antechamber, the castle door is closed, so kick it to open it, south takes you out to be grabbed by the tentacle again (ooer!), and as long as you're carrying the gold and the coin that's it...the end!

JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD

(from where we left off):
N, E, E, N, N, buy arsenic, E, S, read sign (Barratt's), take brick, N, W, S, S, W, W, throw brick, look, take watch, E, E, S, S, take drill, N, N, E, E, N, N, kick machine (the only way to get coffee!), take coffee, poison coffee (with arsenic), S, S, E, S, (the teddy bear blows up after snatching your poisoned coffee!), N, W, N, N, E, E, E, buy condenser, W,W, W, S, S, E, S, tie string, I (string

eress



Road, Erdington, Birmingham, B24 9NX. Tyburn Road, eh? I wonder if they have any gallows there? And if not, why not put some there and write an adventure game about it?

But as usual, I digress. What I should be talking about is a game called Corya - The Warrior Sage, which is available from The Guild for 48k owners on tape for £2.50 or for +3 people on disk for £4.50. The game is written by Tony Collins, and I note that cheques should be made payable to Glenda Collins - any relation, I wonder?

Anyway, in this two part adventure from the mind of the man who wrote The Hermitage, you play the part of the aforementioned Warrior Sage. Being a tough old egg, you don't mind such minor problems as slaying a mighty dragon, which is just as well because it is the basic plot of the game. You arrive at a village which has recently been demolished by the nasty dragon in question and, after calming the inhabitants down a little, one of the villagers tells you what's happened. You, being the sort of warm and generous person that you are, agree to toddle off and slay the dragon and let the villagers get on with their normal lives, although there are quite a number of problems to be solved before you can actually set off into the wild blue yonder.

The game features oodles of text, and many, many spells (at least they have English names, like "Fire" and "Heal", rather than things like "Cast The Spell Of Thurtrox at The Granshthting"!). If you're a fan of that type of game you will no doubt love Corya - The Warrior Sage, but even if you're not there should be enough "ordinary" problems to keep you happy for quite some time. A worthy addition to the Tony Collins collection, and for that matter, a worthy addition to your own collection of games as well.

Prizes for the "Silliest Company Name" must surely be awarded to Delbert the Hamster Software (although cheques etc. should be made out to S P Denyer), who reside at 9 Orchard Way, Flitwick, Bedfordshire, MK45 1LF.

Their game 'Microfair Madness' (tape only at £2.99 for a zillion and one different kinds of Spectrum, and the more memory you have, the more puzzles you get to solve - there are two different versions of the game) takes place at a not very typical computer fair in a building known as Sir Clive's Exhibition Complex. Well, perhaps it is typical! Lots of humour if you're into that sort of thing (and quite a lot of "in" humour) as you explore the two levels of the complex, and plenty of characters to meet and interact with as you wander about the place. Good Fun. But that's telling you enough for now. Byeee.

is tied to watch), swing watch (to hypnotize Eddie!), condenser on, drill skull (you make a hole to the south). S, E, N, push button (you are told that to get to the bomb you must "walk east"). S, W, W, walk east, E, N, N, W, condenser on, S, S, S, E, pull heart strings (Eddie has now defused the bomb!), W, N, N, N, N, W, click fingers...and yet another one is finished!

ESCAPE FROM PULSAR 7

(more objects and their uses):

Use the metal hook to pull the ring in the floor by the console, after closing the open door you must move the auto-dispense pillow (which just appears!) to find the circuit board, which must in turn be fitted to the electrical edge connector. Ignore the orange button, examine the control console to find the black button (which is a red herring as well as a black button!) and the white button to activate the red button in the emergency airlock. The central lathe needs the length of cable to fix it, then turn the square block on it to get a round block. The socket needs to be connected to the lathe to find the tool compartment, then examine it to find a screwdriver blade and a rough metal bar. The cake tin must be carried to make a drugged cake, and after smashing the locker with the hammer you can examine it to find the space suit there's more!

Getting you Started



DOCTOR GOO AND THE SAMORONS

(from where we left at the end of part four/start of part five):

E (a man asks you to help his sick wife), get bowl, W, W (a large sleeping animal stops you going north), E, S, UP, throw bowl (the animal jumps out of his skin), DOWN, N, W, get skin, N, N (by a hut), read sign, knock door (the witch takes the skin and gives you some berries). S, S, E, E, give berries (the man thanks you and says "Say Mawk" to witch and she will help you), W, W, N, N (back at hut), say mawk (the witch tells you to close your eyes), close eyes (you are teleported to a transmitting station), pull lever...and that, my friends, is that!

JEKYLL AND HYDE

(from where we left off in part three)

: Examine mirror (you wake up...it was all a dream, Bobby Ewing is still, oop, try again...Dr Jekyll spontaneously changes into Hyde), memsave, S, S (Hyde kills an old man with his cane), E, S, W (quickly, or you will be caught), W, W, N, W, S, W (Hyde is in Stoker Passage), W (into your flat), drop cane, memsave, E, N, N, E, S, E, E (Hyde sees a policeman), E (goes home, changes to Jekyll, where Inspector Newcomer visits and asks Jekyll to accompany him to the station...answer...) "yes" (Inspector asks when you last saw him...) "last night", (when asked "where is Hyde?", say...) "Stokers Passage", (Inspector leaves and Jekyll goes out of the station and changes into Hyde), open manhole, DOWN, close manhole (into the

Sorceress

sewers, and quick reactions are needed as you only have a couple of seconds to input your next few moves. Basically, move away from the noise and go up at your second or third chance, not first. First two moves are...) DOWN, S...to be continued!

PRIDE OF THE FEDERATION:

(from where we left off in part one):

N, N, E, E, N, N, put gun in socket (it is now fully charged), get fork, S, S, W, W, W, get card with fork, examine card (teleport), drop fork, E, S, S, E, E, E, insert card, E, drop gun, examine table, get chip, W, W, W, W, N, N, W, examine transmitter (you see three switches), insert chip, press switch three, say "hello" (and a voice says "can you help me?"), say "yes" (and a voice says "this is Jacko, come to the Control Room quickly. Use the teleport"...to hear is to obey, E, get spade, S, W, S, W, S, S, E, S, put spade on rack, get cloth, N, W, W, E, S, E, E, E, E, get gun, stand on platform (you teleport to the ship and the start of part two...)

CHALLENGE OF ITHYUS

(from where we left off in part one):

N, get uniform, wear uniform, S, S (by an Orc), throw vial (it vanishes), look, get glasses, S (only wearing hat)E, E, E, S, DOWN, DOWN, DOWN, (you see a battle Orc and the Dwarf Star), cast Kapow (the Orc vanishes), get star, UP, UP, UP, N, W, W, W, S, crawl south (round about now the lava goes, so run!), enter car, cut brake (but do make sure that you've killed the Vampire ghost), look (you've lost the star, and a winged Demon has wicked designs on you), ramsave (you and the Demon must fight, and it's totally random), kill Demon (and keep on trying until you eventually succeed), DOWN, E, E, N, E (in a chamber with a boulder to the east, and our friendly elf is also here with a message for you which you will need later on), say Althar (the boulder shatters), E, E, S, get star, N, W, W, W, S, W, W, UP, N... end of part one, part two beckons next time...



Letters

Tom Fowler, another Scottish person who this time lives not a million miles away from Inverness, writes: Please help a very frustrated adventure player. In the game Soul Hunter I am stuck at what I think is the end of the game. I know I have to kill the sorcerer (steady!), but for the life of me I can't work out what the wording is. There's a group of people standing about, who don't seem to want to do very much, there's a bow and arrow which does nothing, so can you tell me what I have to do to kill this infernal sorcerer?

* *Infernal, eh? Well, just as long as you don't start insulting sorceresses aswell! Anyway, you can ignore the bow and arrow for a start. The people who are standing about DO have a purpose, as long as you arm them all with stones. Then you can go and find the sorcerer and input the ridiculous command "kill sorcerer with people", and watch as the game comes to an end.*

Brenda Hackett, from north of the border in Aberdeen, writes: I'm stuck fairly near the start of a game called Harvesting Moon. There's lots of exploring to do and like most games, you need a light source for various dark areas. However, I cannot find one! There's no torch, no candles, no lamps (or none that I can find, anyway), so can you please tell me where the light switch is?

* *Alas, Brenda, there is no light switch. There is, however, a devious solution to the problem of darkness, and it involves a thunderstorm. When this storm is raging overhead, wear the rubber sandals and climb the flagpole while carrying the sword. Wave the sword around and it will be struck by lightning, which charges it up with power and causes it to glow and provide you with some light when you enter dark locations. Well, it IS an adventure game!*

D Curtis, who from the handwriting (very neat) is probably female, resides in Cardiff and writes: A simple request for help, for which I hope you can give me a simple answer. In the game known as Mansion Quest, how do I open the safe? I presume that I'm supposed to have found the combination somewhere, but I can't find it anywhere. I'd be very grateful if you could tell me what it is and let me get on with the game.

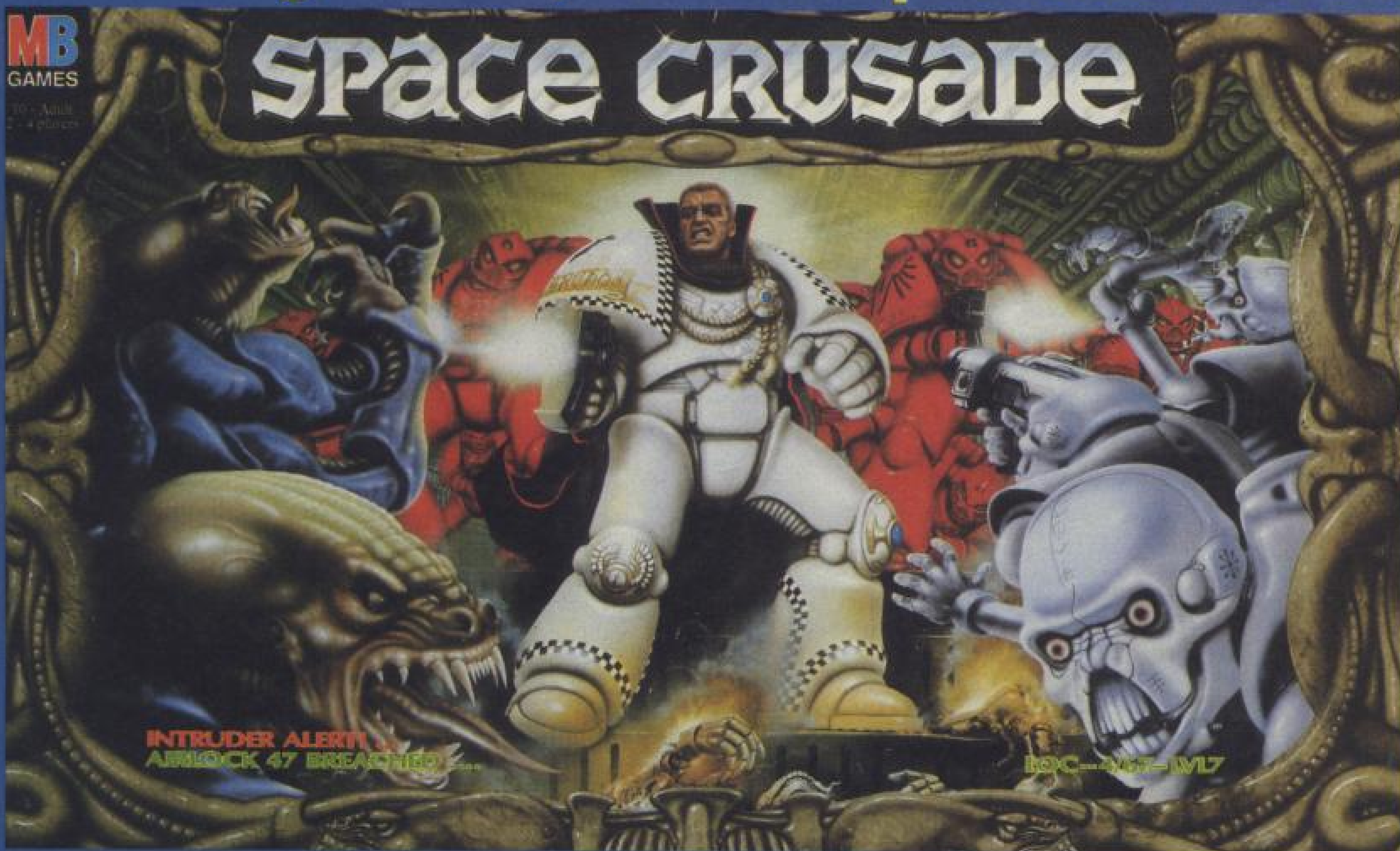
* *Well, you may have thought that the only purpose served by the snooker table was to provide you with a snooker cue for pushing the high button in the underground passage. Wrong! The points value of the missing snooker balls will in fact give you the combination to the safe.*

Jason Drewer, a man with more problems than a perfume manufacturer at a skunk get-together, writes from Weymouth: Have you ever had that feeling when you've done everything you can do when really you haven't? In Witch Hunt, I seem to have done lots of things, and discovered a few things that I can't do, but I can't seem to get any further. (After naming one or two objects, Jason writes) In the bedroom there's a drawer which is stuck. Can it be opened?

* *It can indeed, Jason, and to open it you will need the knife. You will then, I hope, be able to get a lot further on in the game!*

SPACE GAMES

We've got ten, would you like one?



Well then, enter the Super SU Space Crusade Comp!

Gremlin's computerised version of the popular board battlegame Space Crusade is certainly rather good, so much so that we gave it a whopping 91% two months ago in an mega review. All the elements of strategy, planning and ultra-death of the boardgame were faithfully reproduced, and you don't even need a second person to play it!

However, if you do have a second, or a third person around, what could be better than playing the real thing? Trouble is, these games are worth a rather large wodge of dosh (nearly £30.00 apiece), which could certainly put the dampers on your funds. Luckily for you, those fine bods over at Gremlin have decided to put *ten Space Crusade boardgames* up for grabs for the winners of our great Space Marine competition.

As you may remember, the SU team have recently spent a bit of time off-planet having been kidnapped by aliens. Although much of what happened whilst they attempted to busk their way back to Earth has up till now remained shrouded in mystery, we can now exclusively reveal that they were actually fighting in the Space Crusades! However, due to unusual sunspot activity, they're having a little bit of trouble remebering exactly what happened, and this is where you come in. What we'd like you to do is to draw a cartoon of Alan, Tina and Garth's adventures in the realms of outer space. Hopefully, this will jog their memory and enable them to go on and on about how brave they were for ever and ever. The ten people who get closest to the truth (or what the SU Crew would like to believe is the truth) will get a free Space Crusade boardgame, plus the honour of getting their name printed in SU, along with their cartoon!

If you think you're worthy of this ultimate honour, send your entry to "I know what the SU crew got up to and I can prove it!", Space Crusade Compo. SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Make sure your entries make it here by the eighteenth of May at the latest, or it'll get eaten by an alien. Or something. Remember the editor's decision is final.

Yvette's Arty Tip: Make sure you use strong, clear colours and avoid using very light pencils, or your pictures will be so crap they'll never get printed.

GAME:HIT PACK #1 LABEL:ZEPPELIN 4x4 MEMORY: 48K/128K TAPE£3.99

HIT PACK NUMBER ONE

Everyone wants to be a soccer manager. Or a rally driver, or a mountain biker, or take on an assault course. But all at once, I really don't know! Well Cyril looked bored so we sent him off with a few bottles of Lucozade, a king sized Mars Bar and some new underwear to have a go at all of the above.

SOCCER MANAGER RALLY SIMULATOR MOUNTAIN BIKE RACER PARA ASSAULT COURSE



▲ GOAL!



First off I tried out Kenny Dalglish's Soccer Manager where as the title seems to suggest you have to manage something. Well, I managed to choose a team from the 90 or so teams which were in the football league when the game first came out. Maybe it's because I just love football but this is definitely the best game on this pack, mainly because it's so user friendly, enabling you to really get into it. It's quite a bog standard management game with lots of figures and reports but it is a lot better presented than most games of this ilk. Graphics are quite large and detailed and are always clear and playability is the best.

Rally Simulator a very odd game where you and four computer opponents zoom around some very odd looking tracks which I suspect are meant to look a bit futuristic. Control is very awkward and takes some getting used to. Add this together with some very simplistic graphics, uninspiring gameplay and a lack of good sound and all you get a poor game. Definitely the worst of this lot.

▼ Brum brum brrrrm.



Mountain Bike Racer is a much more attractive proposition. Pedal through wild torn landscapes with plenty of jumps and climbs. Try not to fall of the bike and you should enjoy this game. If you remember Kickstart and all it's pro's and con's then you'll probably like this game, it's not really in the same league as Kickstart but it comes close. With nice clear graphics and a shop visit at the end of each level to improve your bike's spec. Mountain Bike Racer is quite an enjoyable game.

Finally we come to Para Assault Course, and it's just as well that it's the last thing I looked as I'm too tired to complain much about it. It's one of those 'waggle the joystick till your hands drop off' games where the timing and the speed of the 'waggle' is just all too important. Having a brain doesn't count for much with this game. The graphics are nice enough but I have this thing about sweating a lot from just playing a computer game and with the course feeling as though it takes for ever to go through you'll soon be left with the feeling of "why am I doing this?"

▼ Oh Vic, I've fallen!



What ever I say about Kenny Dalglish, at the end of the day it's not really a classic. Good, but not a classic. Nevertheless combined with Mountain Bike Racer it gives this compilation the edge over most single game budget sports sims. The less said about the other two games the better though.

▼ Kenny Dalglish's Options Mania.



Alan



A new compilation label from Zeppelin kicks off with a reasonably attractive package. However the inclusion of Para Assault Course and Rally Simulator does detract from it.

▼ Phwoarr!





◀ Ooh come on, give us a wheelie!

Scores

OVERALL 65%

Cyril Herelle

What can I say, I would only get this pack if I hadn't already got Kenny Dalglish. The other games, apart from Mountain Bike don't have much to offer.

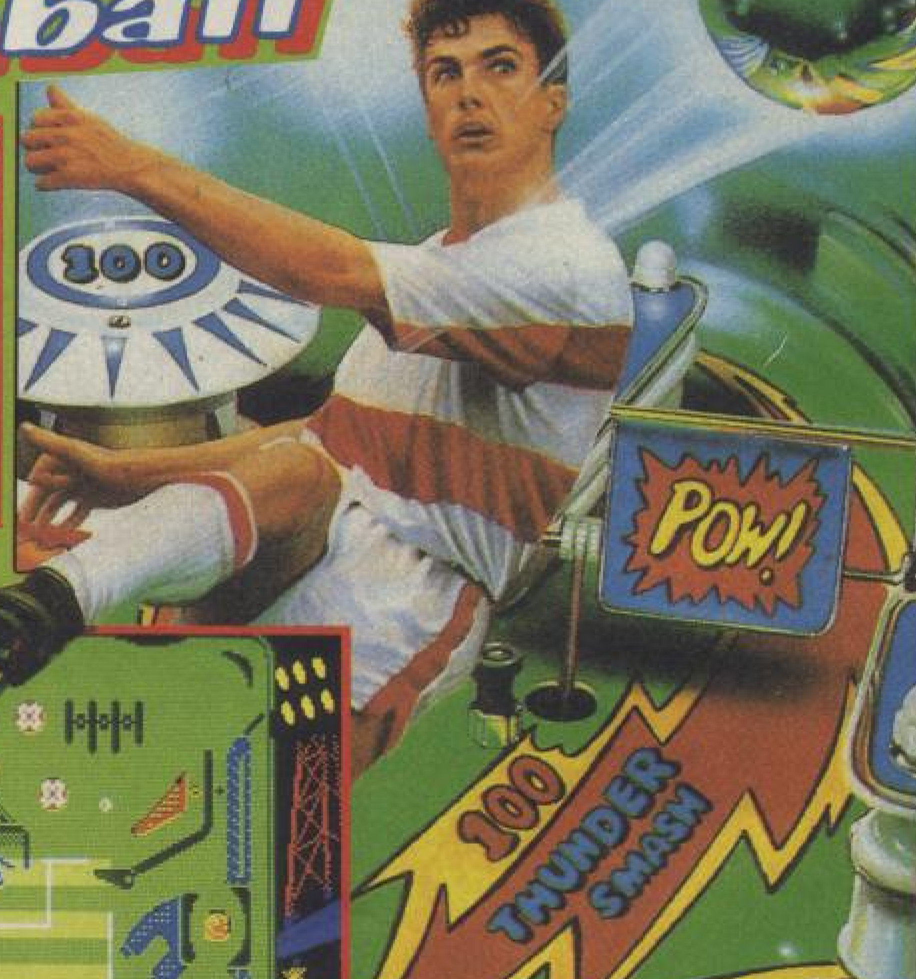
GAME:SOCCER PINBALL
LABEL:CODEMASTER
MEMORY: 48K/128K TAPE£3.99

SOCCER Pinball

It's strange what some people get addicted to. Hitting a little metal ball with two plastic flippers then building up a sweat as you watch it disappear into tunnels, bang off bells and light up flashing messages sounds like a pretty odd and boring pastime, only for the saddest of people. However if you've ever played pinball, you'll know... it's unbeatable.

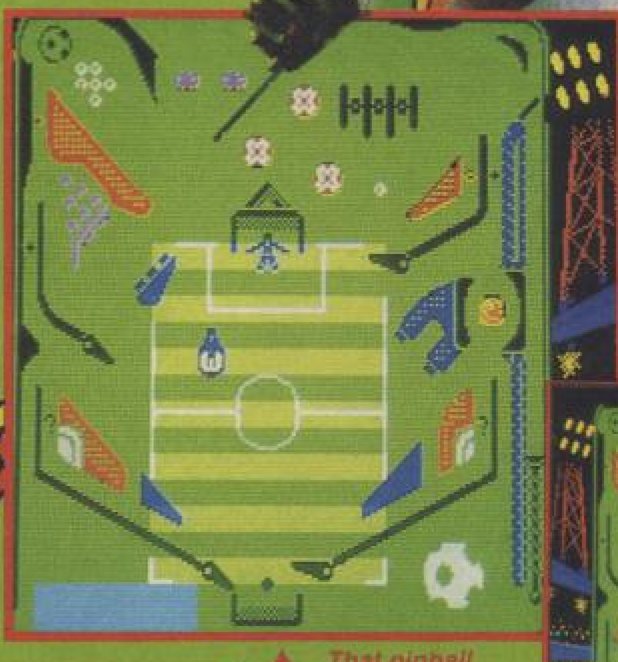


▲ *It's good old Desmond Lynam!*



Code Master's latest pinball offering combines this highly addictive pastime with that other great British pastime, Soccer. Not a bad idea, but just how successful can the marriage of these two completely different sports be, especially on computer?

With a strong pull of the spring the ball goes shooting though the tube, bounces off a few (not very exciting) objects and ends up balancing on top of the flipper. A light touch of the button on the Spectrum's keyboard makes the flipper jump sending the ball zooming up the pitch and into a empty net. The crowd are off their seats! The whistle goes, it's all over, Cyril Herelle has won the cup! (Get on with it! - Ed)



▲ *That pinball soccer table in full.*



▲ *Spang! Flip! Wibble! Pinball action aplenty!*





▲ *Is it a goal? Is it a save? What suspense!*

scores

GRAPHICS	67
SOUND	71
PLAYABILITY	79
LASTABILITY	78

OVERALL 78%
Cyril Herelle

Get your fingers pumping, your brain whirling, your toes tapping and your nose a picking! Yes it is a strange idea but it works and that's what counts. At the price I would recommend this game anytime.

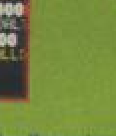
Now this is what I call fun. Although the basic object of the game is to score goals and prevent the ball from going down the drain there is a lot more to the game than just this. You must score three goals to progress to the next level, defeat the keeper by knocking down players or by sheer skill aiming and reach the mind boggling final in level eight. A host of real pinball bonus features make the game very interesting indeed.

These include mystery bonus lanes, a bigger ball (you can get more balls by hitting these), a half time hooter and much, much more.

Other features include nicely drawn pictures which pop up after you or the computer score or when you finally win the game, objects to hit for special bonuses like waking up two footballers with a good bang of the ball and hitting the trophy to advance to the next level. There is also a very dangerous alley which makes your keeper disappear if you let the ball go down it.

And that's really it. Soccer pinball owes more to the game of pinball than it does to soccer, it's basically "pinball where you have to score goals", but I can't really see any thing wrong with that. Competent but rather unexciting graphics and some very nice sound effects, combined with acceptably challenging gameplay make for a simple but addictive game which, if you're good at pinball you may be interested in seeing but if your interest solely lies in soccer then you might give it a miss.

Alan



I really like playing pinball but I'm not so keen on soccer. Soccer pinball isn't very addictive and it tends to fall short of really good versions of both games but for £3.99 it's not a bad purchase. Fast and reasonably furious, pinball lovers will no doubt welcome a new version of their fave game on their fave computer. But let's be honest, it doesn't have much competition.

Grell and Fella - Codemasters.

GRELL AND FELLA





One of those nasty rain-clouds dumps it's load.



Fella's credentials.

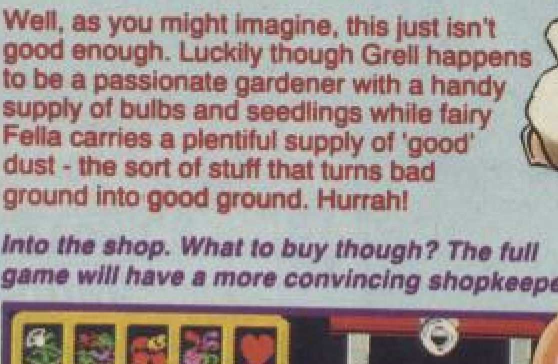
Ah yes, the grass is growing, the sun is shining, the animals are frolicking in the fields. Life is happy and cheerful. Oy, watch it! Hmm. That looked suspiciously like a cloud with a frowning face passing overhead, pouring forth rain.

These and many other strange events happen in Code Master's latest cutesy cartoon adventure, Grell and Fella. Code Masters have a reputation for coming up with the sort characters and plots that would make George Lucas, Steven Spielberg or even Garth Sumpter wince (in fact they've made Garthy wince more than once) and Grell and Fella sees this tradition carried on in fine fettle.

It's totally amazing what sort of work you can stumble across at the old Job Centre these days. Take the example of Grell the lumbering brute and Fella the inaptly named, Tinkerbell-like fairy; Looking for odd jobs to earn some spare cash for picnics and continental holidays the unlikely pair have taken on the task of clearing up a sorcerer's garden. Although it seemed at first to be a routine gardening stint the enormity of the situation soon dawned on our fine friends... The whole garden is inhabited by cute but very nasty creatures and soiled with wicked 'bad' earth which simply refuses to allow good plants like hydrangeas and begonias to grow.

Well, as you might imagine, this just isn't good enough. Luckily though Grell happens to be a passionate gardener with a handy supply of bulbs and seedlings while fairy Fella carries a plentiful supply of 'good' dust - the sort of stuff that turns bad ground into good ground. Hurrah!

Into the shop. What to buy though? The full game will have a more convincing shopkeeper.



Grell and Fella is a horizontally scrolling single player platform/combat game. The player takes control of each sprite individually, first using Fella to spread her good dust by flying over the landscape at supersonic speed, making the ground pure, then using Grell to plant his bulbs and seedlings. Trying to prevent them from carrying out their mission are a variety of naughty but fluffy animals, bad-guy rain clouds and other obstacles. To help out along the way, our friends have access to shops where Grell can stock up on his gardening equipment and friendly rainclouds which annoy their nasty cousins by helping Fella out by raining good rain (presumably from privatised water supplies) on bad land, transforming it once again into fertile soil.



Grell's a tough bloke eh?

Da na na na na na na na Naa.Plink, Plink. "Should I stay or should I go?" Da na na na na na na Naa. Thus goes the famous Clash theme tune for the Levi's jeans advertisement set in an American pool hall.

AMERICAN







The well known storyline involves a young hunk of a lad going into a hall and beating an old slob fair and square in a game of pool. However, instead of collecting the money he forces the old man to pull his pants down. The darn fool. Take the money and run, that's what I say, it was obvious the old geezer hadn't washed his undies in months!

Now Zeppelin are offering you the chance to humiliate all the old geezers in your home with a conversion of their very successful C64 (uggh) Pool game; American 3D Pool. SU took a sneak look at the game to see if we could catch Zeppelin with their pants down but everything certainly seems to be in order in the northern gamers' nether regions after all.

Does it sound crazy? It is. But Grell and Fella actually looks like a very colourful and very playable game, with big, cute sprites dashing around the screen at high speed and plenty of typically Code Masters problem solving related japes. It doesn't look as though we'll have to wait too long before the game is in the shops either so watch out for a full review very soon.



A veritcal view for planning.



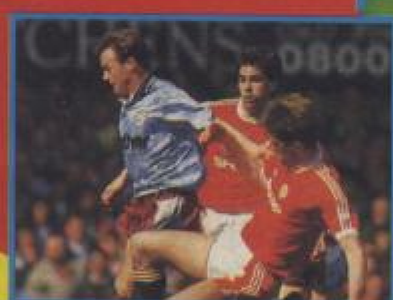
Jimmy's Super League - Beyond Belief

Jimmy's SUPER LEAGUE

"Oh no, not another soccer management simulation", was the groan that went up in the office as Jimmy's Super League arrived in preview mode.

Well, there wasn't actually much to look at but what did come in looked suspiciously like a re-hash of Jimmy's Soccer Manager, Beyond Belief's first management game, which seems to have sold well despite being nothing more than a run-of-the-mill simulation with relatively slow gameplay and just about acceptable graphics.

Jimmy's Superleague seems to be an advance on the national league notion offered by it's predecessor with the player managing one out of twenty seven international teams with the ultimate goal, of course, of winning the international championships. The game revolves around the manager's office with its' computer, its' telephone and its' safe (for keeping dosh, blackmail documents and booze). Gameplay involves sorting out purchases, transfers, tactics, scouting reports etc. And of course actually playing the game... Though you don't get to see much of this.





Inside the manager's office. But where are the sheepskin jacket and hip flask? I thought this was supposed to be real.

The graphics are as unattractive to look at as they were in Jimmy's Soccer Manager which is a pity. And although the game is as yet unfinished it seems doubtful that the graphics will improve much... but we live in hope! On the plus side there are plenty of pictures, ie. One for each player, for the bank manager and for the managers of other teams but although I know that soccer players and managers are, in general, not a very good looking bunch, there was surely no need to make them as ugly as they are here.

I'm not going to pass judgment on Jimmy's Super League until I see the full game, however I will say that there are quite enough soccer management sims of varying (in fact mainly quite poor) quality out there already and the day someone can show me a decent, vaguely original one will be the day I actually start to like any of them.

American 3D Pool - Zeppelin Games

3D POOL

The version of the game which we've seen is incomplete at the moment but it already looks impressive. The colours are bright and the 3D effect is quite true to life. There isn't too much colour clash and the game runs at a more than acceptable speed. Each shot is planned out using a target cursor on a vertical 2D plan of the table and there are two gauge bars, one for power and one for spin, allowing you to put just the right amount of each into your shots. Once you've actually selected your shot the view switches once again to 3D where a full view of the shot and the result is available.

Control is by joystick or keyboard and you can play against either human or computer opponents. There are three variations of the game available in this version; straightforward pool, billiards or a trick shot game. There is also a tournament mode planned for pool or billiards that will allow up to eight people to participate in a knockout championship competition.

The 3D screens really show off 3D pool.



American 3D pool looks promising and should be out in the shops in the next few months. But don't go throwing out all that chalk you've been stealing from school for your real cue yet! Wait until you see the full review on these very pages in the coming months.

COIN OPS

LEGEND

The latest Hi-tech video games can take the Punters to the very limits of 20th Century computer technology. In fact, these new games are so hot - when you come off them, you have to throw a bucket of water over yourself in order to cool down. Pass me that towel as John Cook reports.

A long, long time ago, in a country far, far away - well, 1975 in America actually - a couple of cool dudes came up with a revolutionary idea for a game. What if, instead of controlling a country or an army, you just controlled one person. And instead of winning or loosing according to a specific objective, you just lived or died inside a world which can be made up not the inventors of the game, but by anyone - according to a simple set of rules. Revolutionary stuff guys. The visionaries were Dave Arneson and Gary Gigax. The game - the world's first fantasy role player - Dungeons and Dragons. The result, a completely new way to play games. Now you can choose a character type, say an Arnie-like Barbarian, take him down a dungeon and dosh out serious grief to the forces of Evil. Or to the forces of Good - depending on your mood at the time. This was pretty Giga stuff, the only disadvantage being that the whole drama was acted out with just a pencil and paper and a lot of imagination.

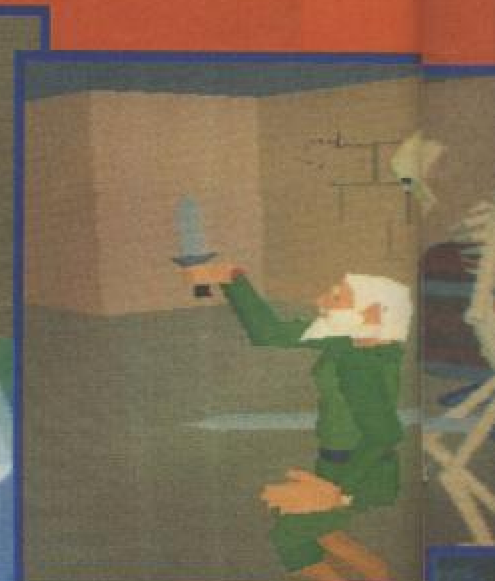
Later on, this changed a bit - there sprouted up places you could go to and play out Fantasy Roles for Real!



▲ Legend Quest itself, complete with authe...c wo



▲ Talk to strange women in ponds.



▲ Back stabbed by Norman Tebbit.



▲ Legend Quest - Small is beautiful.



Now you could hit real people dressed up in funny clothes with plastic swords, down dark cellars and try and pretend you were 7'2'' and 240 pounds when you were actually a weedy 5'6'', just 9 Stone and your voice hadn't yet broken. Live Role Playing can be fun, but there's a bit of a credibility gap - particularly on the subject of Magic. Try casting a convincing Fireball with nothing but a couple of Swan Vestas, for instance. No way dude. But how about being able to play a game where it actually does feel as though you're a giant as you tower over all the rest of your party. You now speak and sound like Orson Wells. You're wielding, not a plastic sword, but a glowing, magic battle axe. Your mate casts a fireball and the room fills up with flames while the animated skeletons that were cackling with glee as they were about to mangle your group are now a pile of bones on the floor. The animated head on the wall starts talking to you in Dwarvish it's lucky there's a short guy on board who can understand him. You go onto the next room.......

QUEST



▲ *Oooh deary! What a messy way go!*



ntic woodland settingan and heroic adventurers.



▶ *Enter the door, young man. Your quest contains many, many mysteries.*

▼ *A bit of trouble with the bouncer.*





Sounds interesting? Good, because this is fantasy role playing in Virtual Reality - which has become an actual reality now, here in the UK, in the most unlikely of places; Nottingham.

The World's first Virtual Reality Role-Playing game is called Legend Quest and once again it's brought about by the mind boggling technology of W Industries, yes, British through and through. Choose your character type - Warrior, Wizard or Thief, then your race - Human, Dwarf or Elf and finally your sex (see even the girlies aren't left out - Hannah and Yvette will be pleased) Then you're led away to a room which looks like a pixie glade full of tree stumps - but is in fact four linked 1000CS Cyberspace units. (Ohh crikey.)



▲ *The outside world of Legend Quest.*

You're now given an Electronic Key that holds all your chosen character's vital statistics - you plug it into the machine, put on your Headset, pick up your Space Joystick and enter the World of Khelda-Roth where, naturally enough, all is not well. Now it's up to you and your mates to put it right!!

The experiencé is, quite simply, awesome - as you move around the Virtual Dungeon using one of the buttons on the Space Joystick to walk forward - the other one enabling you to quickly cycle through what you have in your hand it feels completely natural. Look around and you're in a corridor. You can now see the rest of your party. Wave at them and talk to them, then boldly go into the Dungeon that contains mind boggling wonders a-plenty.

You can buy a specific amount of credit which is logged onto your key. For this you get a certain amount of time in the Dungeon. When you've finished you may take your key away with you thus saving your character and position - so you start off in the same place as you were before. Legend Quest isn't cheap - at £1 for 2 mins - but it is the single best role playing experience there is in the World, without question. Get down to Nottingham (44-46 Goosegate) - or if you can't make the trip, expect Legend Quest Centres to be springing up around the country in the not too distant future. Happy Dungeoneering!

ADDICT FACTOR 96

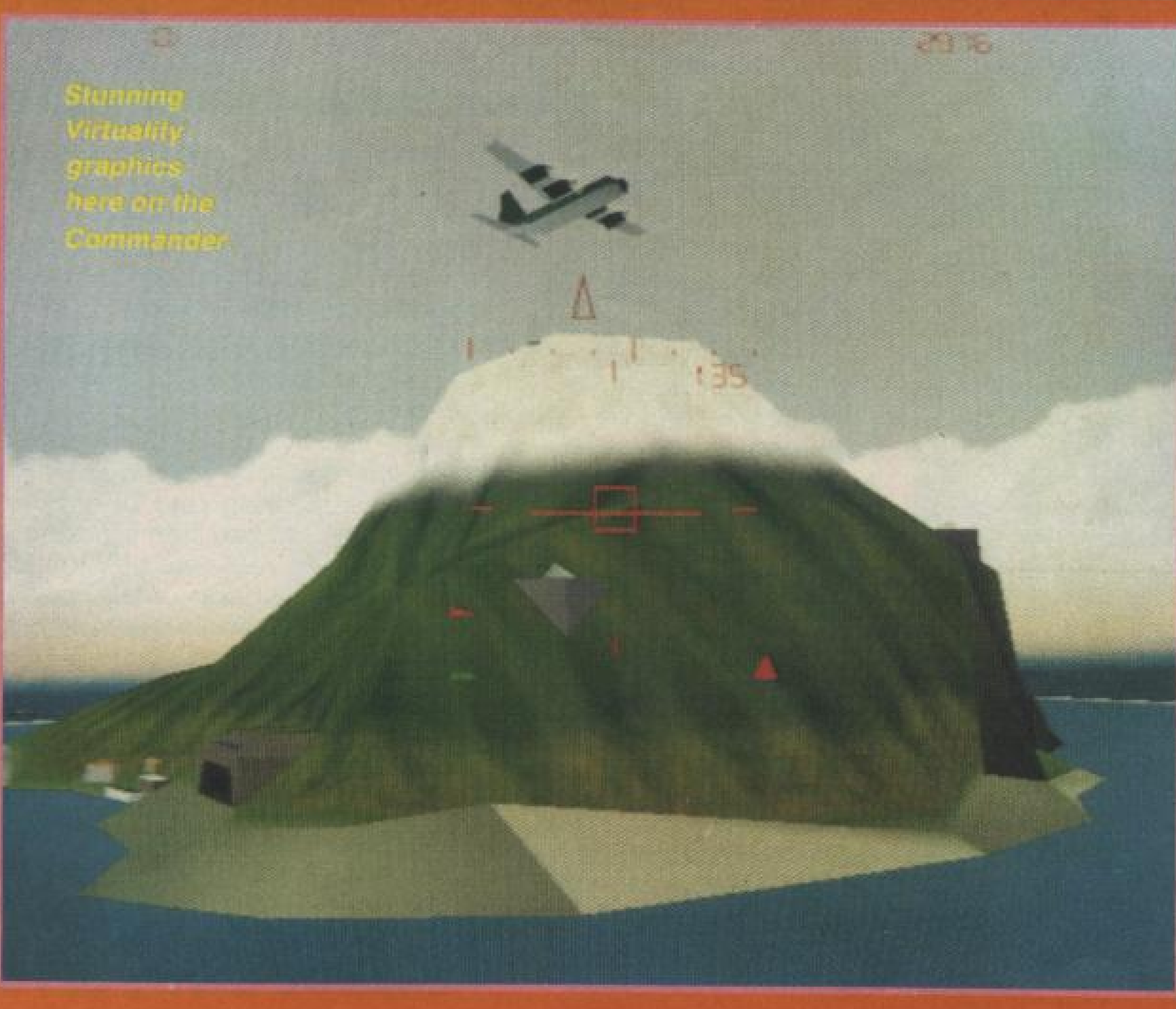
THE COMMANDER

Heard of the 'Peace Dividend'? This is the supposed saving to the poor old taxpayer, now we don't have to fork out for huge armed forces - you can call them overpaid Boy Scouts if you like - to hold off the Red Peril. Yes it's billions of quid that we can now spend on other goodies like - errrr - well, I'm sure the Government will think of something to waste all that cash on!

Trouble is, what happens to all these big companies that employ thousands of people making bombs, fighter planes and tanks? They start panicking that's what. And apart from trying to make bombs, fighter planes and tanks for other countries they, 'diversify'. This means, in the case of multi, multi billion dollar



The Commander itself - doesn't it look amazing in that gleam?



Stunning Virtuality graphics here on the Commander

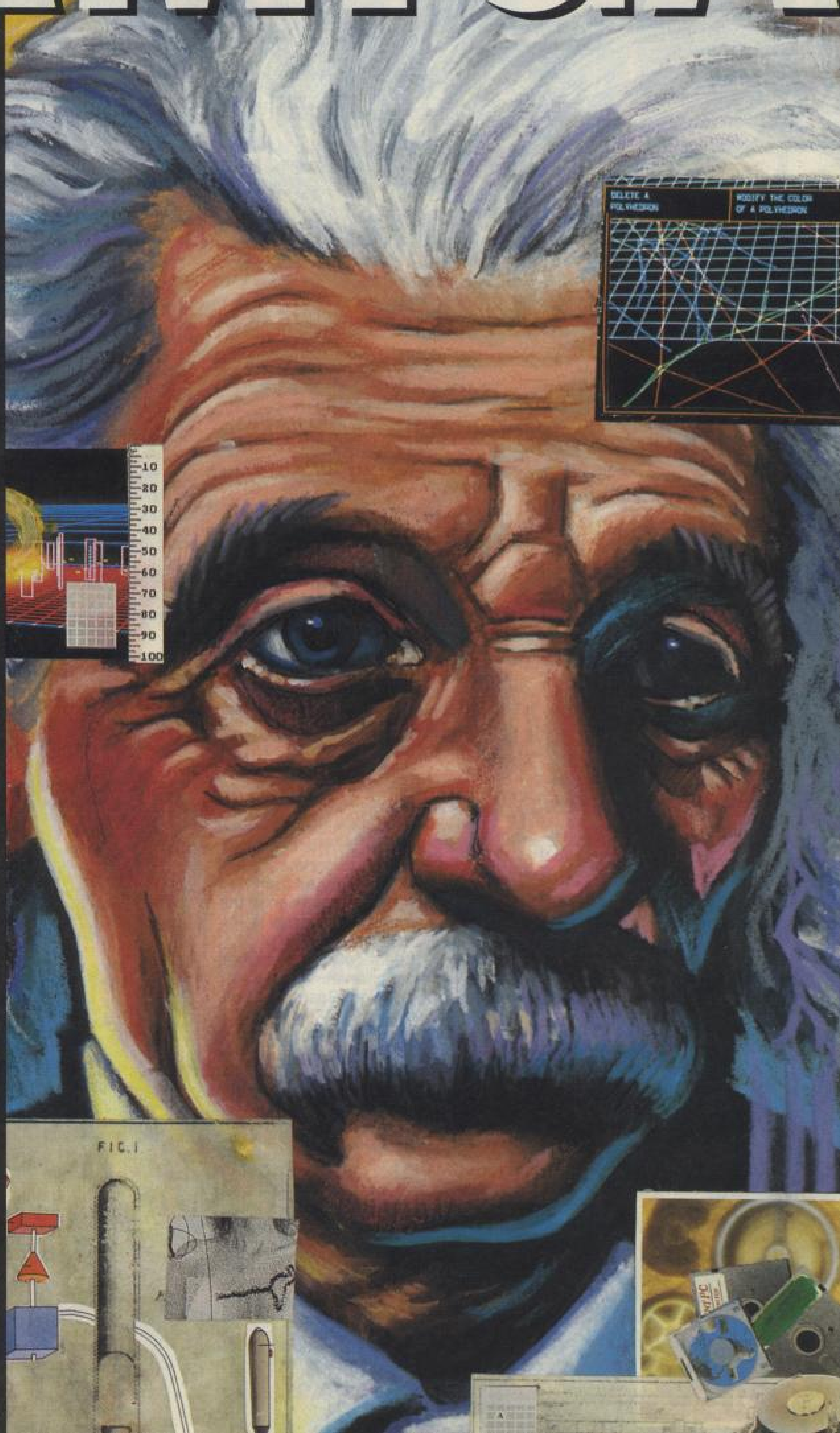
General Motors Corp. that owns the multi billion dollar Hughes Aircraft Co., that owns Redifusion - that they start making computer games!

As it happens their first piece of kit is brilliant. It's called the Commander, an interactive motion base. This means you get inside the machine, play the game (with fantastic texture mapped vector graphics) and when you bank the machine right - it tilts right. Up, it tilts up - etc, etc. This is cool and the whole thing looks and feels rather well 'ard to say the least.

The games are still under development - but with US Game Wizards Lucas Arts on the case, they're unlikely to disappoint - and the idea of sitting in a box and being interactively shaken around is completely groovy. We'll have a full expose when it hits the arcades in the Summer. Watch out for it.

You don't have to be Einstein to get the most out of your Amiga with...

CU AMIGA



CU Amiga offers you easy access to all the possibilities that your Amiga holds. Packed with a breadth of coverage beyond games, CU Amiga delivers -

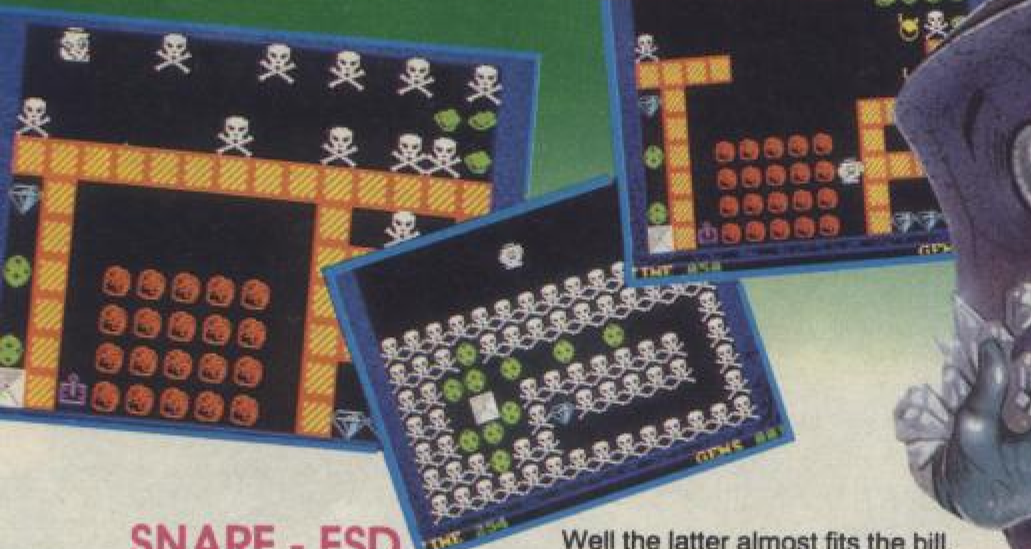
- **The ultimate peripheral coverage .** Extensive, clear guidelines on what's available, how you can use it and what's best to buy
- **Unsurpassed hardware coverage.** **CU Amiga** was the first magazine to regularly feature CDTV.
- **The best buyers guide.** At least 33 pages packed each month with all the information about what's best
- **60 non entertainment products** put under the microscope each month
- 100+ games reviewed every month.

Beyond games with...

CU AMIGA

Snare





SNARE - ESD

I wasn't sure what to think when I saw a preview of a game called Snare. Is it a hunting game perhaps? Is it an adventure involving a snail and a mare? Or is it simply a mysterious name for an unusual game which is potentially addictive?

Well the latter almost fits the bill. Snare promises to be an action puzzler of at least thirty levels, put together and now being sold by the people who brought us the 'Enigma' tape magazine a year or so ago. But what is it?
Basically the story line of the game is thus; Humphrey the Humph is has very few aims in life. His favourite pastimes include eating a lot and... well eating a lot. So imagine his surprise when the king decided that he was the right man for the job of rescuing the young princess's precious gems, recently stolen by a mob of space aliens. Why a mob of space aliens would want with a princess's gems is beyond this previewers experience, but maybe they need them for spacecraft fuel or something along those lines.
Anyway, on threat of beheading by the king our fine friend Humphrey sets off through the aliens' underground lair to rescue the precious stones and lose some weight into the bargain. This lair is an odd place, full of aliens (of course), skeletons (useful for blowing up), rocks (for hiding behind) and fast growing, spreading fungii type thingies of doom.
Apart from getting wasted by the aliens Humphrey must avoid the blast of his own bombs, avoid getting encased in fungus and reach all the gems with in the set time limit. Otherwise an earthquake will cave the lair in.
Snare looks quite good. The graphics are easy to distinguish and there is a reasonable amount of colour. Control, especially on joystick is a trifle slow but in general Snare appears to be a playable and enjoyable game. Check it out on this month's cover demo! And watch out for the full review in next month's issue.

CAPTAIN DYNAMO

Code Masters.

Now here's a fun game and no mistake. If you've ever wondered what your grandad is capable of then look no further than this piece of software. Captain Dynamo is the game that is about to do for old codgers what Robocop did for robots: Make 'em a big hit. Never again shall we run around laughing when some old chap sneezes and drops his falsies in the toilet... nay, we'll shiver in fear of his mighty retribution.

It all started one day when, at the ripe old age of seventy two, the retired mad professor and failed world dominator Austen Von Flyswatter decided to throw off his earthly shackles and depart to the moon for some peace and quiet. This was all very well, and veteran world dominator combatants had a big party to celebrate the event, but unfortunately the loopy prof has departed from mother earth in possession of the world's largest collection of diamonds, once the property of Phyllis Uppenhoofen, yet another raving octogenarian. There is only one solution; Resurrect Captain Dynamo.
Ernst P. Dynamo has been wiling away the last few years playing piano and doing variety performances with his false teeth in the Happyvale home for the elderly.



Having received the call back to active service Captain Dynamo paused only to pick up his multi talented teeth don, his super cap and cape and crank up the old Morris Minor spaceship, before he's off once again on the job.
This game shows no signs of arthritis anywhere. It's basically a vertically scrolling platform shoot 'em up with lot's of trying situations and hidden levels. The main sprite looks small but is nevertheless superbly detailed and the range of obstacles and weirdo enemies in the captain's way looks set to be staggering. Keep a sharp, bespectacled eye out for this game. It looks as though it's going to be unmissable.









To fill this space call......................

Tina Zanelli on 071 972 6700 Ext: 2441

E.E.C. LTD

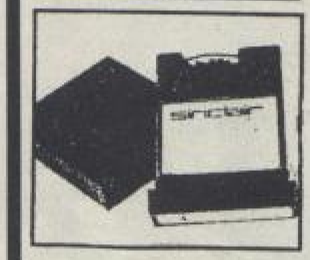
YOUR LAST CHANCE TO BUY!

ZX EXPANSION PACK

ZX EPANSION PACK WITH INTERFACE, 1 MICRO-DRIVE, FLEX AND NETWORKLEADS, INSTRUCTION BOOK AND DEMO CART. £59.95 . WITH 2 MICRO-DRIVES, £69.95



ZX MICRODRIVE - EEC PRICE £24.95 ONLY
Including Demo Cart and Solid
Connector (2 for £44) RECONDITIONED £18
Function: Fast-access mass-storage devise, storing programs, blocks of code, screens arrays and data files on interchangable cartridges, each cartridge with at least 85K bytes capacity.
Cartridges are initialised with the FORMAT commands; and contents may be read with the CAT command, which displays the cartridge name, up to 50 files on the cartridge in alphabetical order, and the free space in kilobytes. Files may be deleted with the erase command.
If the first command entered into the Spectrum after switch-on is RUN, then the Microdrive will automatically load a program.
Supplied with Microdrive connector, instructions, and sample cartridge carrying demonstration program (which may be erased), and an order form for blank Mircrodrive cartridges.



ZX Microdrive Cartridge- WALLET OF 4 £13
10 FOR £30, 20 IN TRANSFORM STORAGE BOX £55.
Capacity at least 85Kbytes. Physical: Push into Microdrive. Detachable plug prevents erasure of contents if required. Supplied: Singly with an order from for repeat purchases.

FLEX LEADS:
SOLID CONNECTORS, INSTRUCTION BOOKS AND DEMO CARTRIDGE
ALL £4.00 EACH.

Minimum order £10-Postage and Packing £3. Overseas add £6.
Terms C.W.O. or Visa
Some items may be reconditioned
Orders to: **EEC LTD, 18-21 Misbourne House,**
Chiltern Hill, Chalfont St. Peter, Bucks SL9 9UE. Tel: 0753 888866

KOBRAHSOFT SPECTRUM AND SAM COUPE UTILITIES

SAM DICE DISC UTILITY:-NEW! Features READ; BACKUP; RECOVER erased files/lost data; REPAIR directories; DISC CHECK; LOCK OUT bad sectors; SEARCH for a string; RENAME files; FORMAT all or one track.
Price:- £12.95 on Disc
CD2 TAPE TO SAM DISC TRANSFER UTILITY:- NEW! Transfer the vast majority of your spectrum tapes to sam drive. gives superb spectrum tape compatability. VERY EASY to use. **PRICE £10.95 ON DISC**
SP7 TAPE TO +3 DISC UTILITY:- NEW! Transfer tapes to +3 disc, Now comes with a BEGINNER'S Manual, an ADVANCED User Manual, and a Encrypter Demo Tape. Also has a superb DISC CATALOGUER, and now will transfer FULL 128k programs. INCLUDES SP7 COMPANION - shows how to transfer many games. **SUPPLIED ON DISC AT:- £14.95**
SP7 COMPANION VOL 2:- Transfer 100+games. **Needs SP7 :- £4.95.**
SC7 UTLILITY. NEW! Latest tape to tape backup utility will now back up virtually ANY program. **Price:- £9.95 on Tape.**
DMS +3 DISC MANAGEMENT SYSTEM:- NEW Version 1.1 now with printout, high capacity formats and extended directories, search. MENU programs. Easy to use:- **£14.95 on Disc.**
D.I.C.E.:- NEW Version 3.0 +3 disc utility. Now with high capacity format, data printout and disassembler. Lock out faulty sectors; Recover erased files and much more. Easy to use. " An Excellent package", CRASH Oct 88.
Price £14.95 on Disc.
SPECTRUM MACHINE CODE COURSE:- FULL Course from beginner to advanced level. Applies to ALL spectrums. Suitable for all. Free Disassembler AND Editor / Assemble **:- £20.00.**
SAM Z 80 MACHINE CODE COURSE:- NEW ! FULL COURSE SUITABLE FOR ALL COMPLETE WITH DISASSEMBLER AND EDITOR ASSEMBLER **£20.00**
PLUS 3 DIARY AND FILING SYSTEM:- NEW Version 1.1 with full printout. Superb filing system / diary from the +3 with large database, fast search / retrieve, biorythms:-**£12.95 on Disc.**

ALSO AVAILABLE:- SD5 TAPE TO M/D; SO5 TAPE TO OPUS; MTI M/D TOOLKIT; SW1 TAPE TO WAFADRIVE; SAM CT2 TAPE UTILITY; SM1 M/F SUITE. PLEASE RING FOR FULL DETAILS.

WE OFFER A FULL MONEY BACK GUARANTEE - BUY WITH CONFIDENCE UPDATE SERVICE:- SEND HALF NEW PRICE + OLD DISC FOR NEW VERSION.

Send cheque / p.o. to:-" KOBRAHSOFT", DEPT SU, " PLEASANT VIEW", HULME LANE, HULME, LONGTON, STOKE - ON TRENT, STAFFS. ST3 5BH. (OVERSEAS:- EUROPE add £1 P+P PER ITEM. others £2) Send SAE ("9x5") for detailed Catalogue - mark envelope "enquiry".

For more information please phone:- 078 130 5244.
Access, Visa Welcome - please phone above number.
(24 hour, 7 Day service for FAST Mail Order).

BENTLEYS

251 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
STAFFS ST6 3QW
TEL: (0782) 810485

5 FREE GAMES

WITH EVERY REPAIR (TAPE ONLY)

PLEASE QUOTE SU WHEN ORDERING

REPAIRS

48K SPECTRUM £20.00
128K SPECTRUM £22.00

EXCLUDING DISK DRIVE AND TAPE ASSEMBLY

SPARES

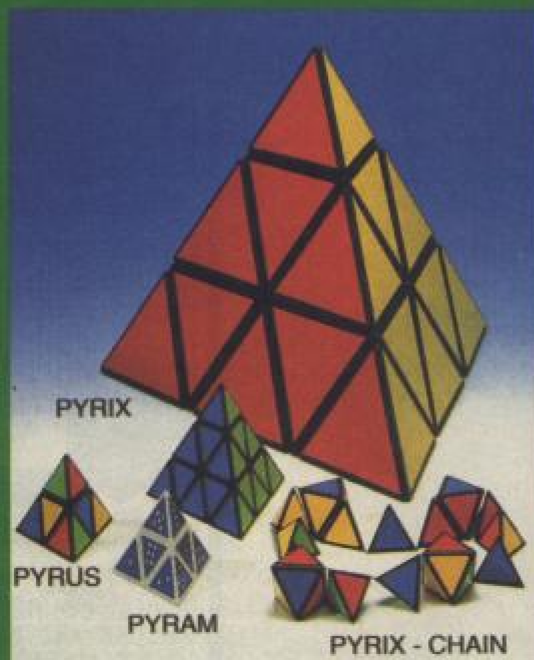
48K KEYBOARD MEMBRANE £6.00
48K + KEYBOARD MEMBRANE £8.50
48K POWER SUPPLY £11.50

ALL PRICES INCLUDE VAT AND RETURN (INSURED) POST AND PACKAGING

24hrs Repairs

Steve Keen , the man with more hair than the Bee Gees is back with another bunch of videos and games. Red Dwarf has always been one of our favourites here at SU and, well, would you believe it he's dug up a load of R.D. vids. He's also got a Gazza game, some very puzzling pyramids, antique toy reproductions, wacky dinasaurs and so much more. Stevie's wallet must be a bit of a neverending story, he always seems to have the best of everything where toys, videos and games are concerned.





IMPOSSIBLE PYRAMIDS

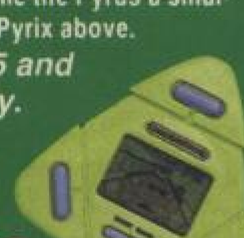
Pyrix has been billed by their company as being the puzzle for 1992. A three dimensional pyramid that comes in three different sizes with three different puzzles! The larger of the shapes comprises of a series of smaller triangles linked together by a chain. You must rejoin them to make the larger version whilst keeping the whole thing colour coordinated and not breaking the link.

The tiny handier sized puzzles come in small boxes. The Pyram has dots instead of colours and you must have as many facing outwards as possible while the Pyrus a smaller version of the bigger Pyrix above.

Price £5.95, £3.45 and £2.95 respectively.



HANDY HANDIES



Grandstand have put out some monster hand-helds in the past so it's nice to see some of the smaller versions being released again. Ideal for concealing under the desk while Mr Arkell bores you to death with algothrythmic equations. There are four to choose from and at only £4.99 ideally swapable.

OLD SMOKEY

New Bright are a company that specialise in nostalgia, albeit at a price. Producing a large selection of more traditional toys along side some modern ones too. If you have a dad who can remember as far back as the early 70's he'll remember some of these. As for us - we've got Garth who has all sorts of wonderful stories about tin toys and the like.

One of the most precious things my dad ever gave to me was a tin robot whose chest opened up to fire a machine gun and blow smoke. These 'toys' are now worth a fortune, and to think that mine has been propping up an Action Man gun emplacement in the garden for he last ten years. Anyway New Bright have brought out reproductions of these little tin toys, just for all the nostalgia buffs out there. Unfortunately tin has been replaced by plastic, but the robot's a fine reproduction and smokes like British Rail commuter on the 125 from Birmingham.

Price £30.99



CHE
O . J

videos



The SU Clapperboard gives you the Checkout rating for each video that we relview each month.

RED DWARF: SERIES 2 AND 3





As the current series of the cult T.V. show comes to an end, some bright spark at the BBC has decided to release every episode onto video. Whilst this is an admirable idea said BBC boffin has also thought it would be a great wheeze to put them out in reverse order, so previously only the last series, number four, was available. Well now we've also got series 2 and 3. If you've managed to miss the adventures of the Boys From The Dwarf here's a quick recap.

After a freak radioactive accident almost the entire crew of the mining ship Red Dwarf have been wiped out. The only survivors of the original 2000 crew are a creature who has evolved from the ships cat, a holagromatic representation of a dead ship member and Dave Lister, the last human being alive and a liverpudliuan to boot. Lister managed to es-



THE FLASH



Just about every comic book hero has been ported over to celluloid over the years. Starting way back with Buster Douglas and the miraculous Flash Gordon, and including such dignitaries as Batman, Wonder Woman, The Hulk, Spiderman, Superman and now one of my all time favorites The Flash. After being struck by lightning whilst experimenting with chemicals late one night in his lab, Barry Allen is transformed into the red marvel almost over night.

Able to clean his apartment in a few seconds and capable of getting to work faster by walking than by public transport, Barry soon



THE NEVER ENDING STORY 2



Bastian Balthazar is finding out that life in the real world is not all it's cracked up to be after his adventures in the incredible land of Fantasia. He's having trouble at school and his widowed father doesn't seem to have any time for him anymore. Therefore he opens the pages of the mysterious old book The Never Ending Story and is once more whisked off into its world by the Childlike Empress.

Once there the boy meets up with his old friends Falkor the warrior and Rock Biter, the

ECK
U . T

1

1 - It's a stinker! Don't buy / hire under any circumstances

5 - A work of sheer brilliance. A must have for any vid kid!





cape the crew's fate by bunking off inside a ship's temporary suspension booth. However, his luck soon changed as he is woken up 3 million years later by the ships computer, Holly, and told of his fellow crew members grisly end. What's worse, Holly at random, has brought back to 'life', in the form a a hologram, Lister's worst enemy and former boss, Rimmer.

The hilarious adventures of the company as they try and get through each mind numbingly boring day on the four mile wide ship, makes this one of the best comedies ever run on BBC 2. The witty repartee and scathing put downs coupled with the script writer's own excellent observations on life prove the program to be a true classic. Humour has it that an American network want to buy the rights to the show and re-film it using their own actors, so snap these items up fast before they become extinct. Sheer televisual perfection.

5

Price: £10.99

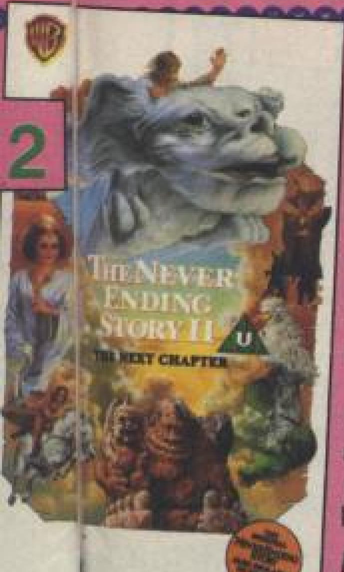


realizes that all is not the same as it used to be, and it's not long before he decides to put his talents to more productive uses. After the death of his brother at the hands of a brutal motorcycle gang the heroic athlete devotes the rest of his life to bringing them and other hoodlums to justice.

D.C. Comics fans will be enthralled by the character in this film and although the acting is a bit camp at the best of times there are some fabulous special effects from the designer of Beetlejuice and some great action scenes. Kids will love it and you won't have to wait two years for the sequal because it's out now as well!

3

Price: £10.99



giant made of stone, and amazingly he also has time to meet some more. However, the wonderful world needs the youngster's help again as the evil sorceress Xayide has her own plans for the land's future. It's a story of pure fantasy that's been adapted from Michael Ende's best selling novel.

The first video sold over 350,000 copies in the UK alone and the sequel is a welcome return to the story book world.

Price: £9.99

4

DINOSAUR DAMAGE



MB Games have returned and are trying to give dinosaurs the bad name they deserve with their latest crazy board game Dizzy Dizzy Dinosaur. Taking the role of an irksome cave man, some few billion years ago, B.C. You must trek a safe path back to your cave after a good day's hunting without bumping into Dizzy (not to be confised with the computer game character). However, if on a throw of the dice the disorientated dinosaur's picture comes up you must wind up his model and let him loose on the board.

Where ever you land after he's wreaked his damage is where you have to start from again. Fun for the young.

Price £8.99

GAZZA GAME



Why eye Man! Sum cliver lard doon tha marketin' reesurch laboritry, loike, has dun his stuff fer me agin! In yet another attempt to squeeze every penny out of his adorning younger fans, Gazza has put his name to yet another product, a dire football strategy game.

Advance the ball towards the opponents goal by playing a game of cards. The only connection and justification for the star's endorsement of this game is the inclusion of a small poster inside the box. Does the lad have noo shame!

Price £7.99

55

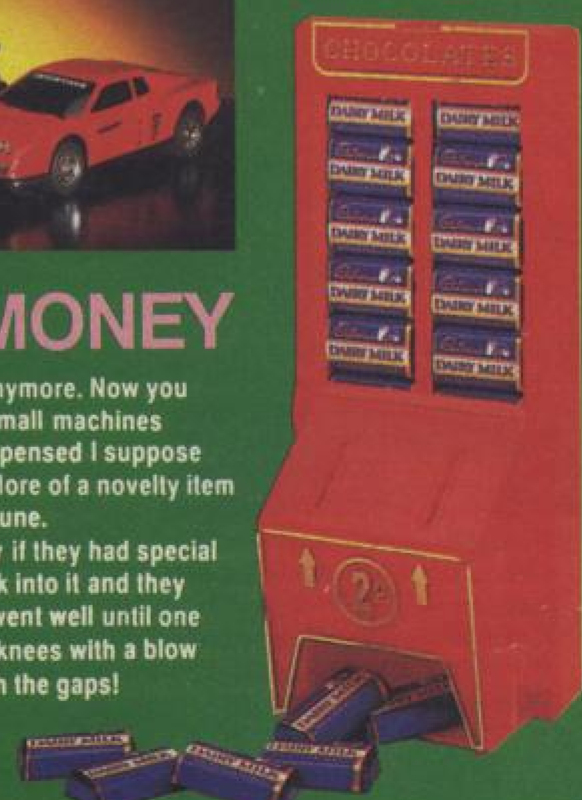
AUTOMOBILE ACTION

Also from New Bright comes a rather spiffy collection of remote controlled sports cars. You can choose between a Ferrari, Porsche or Mercedes and fantasise about the real thing to your hearts content. We find it hard to look at cars here at SU because although Garth only had a fifth hand cattle truck Alan hasn't even got a bike and we all have to pile around to his house on the bus! The controllers for these mini wonders work from over 45 feet away, ideal for racing your friends.

Price £26.99



CHOCOLATE MONEY



Been having trouble saving money? Not anymore. Now you have the right incentive - chocolate! These small machines house 12 mini chocolate bars that can be dispensed I suppose one at a time for the small price of 2 pence. More of a novelty item than something that's going to earn your fortune.

Made out of plastic, we asked the company if they had special reinforced models so that Alan couldn't break into it and they supplied us with one made out of metal. All went well until one morning we caught Big Al on his hands and knees with a blow torch trying to melt the chocolate out through the gaps!

Price £5.99

Ever wanted to jump into a super fast plane, do amazing tricks in the air and then blow up everything in sight with your tankbusting missiles?... Yes? Well, you'd better join the R.A.F. then 'cos that's where the real action is. In the meantime why not try playing a computer version of your dreams.



▲ *Heads up!*



Alan *Q10 Tankbuster is a reasonable blast but there's not really much excitement involved in it. It's certainly not the worst shoot 'em up I've seen for the price but it has a very limited lifespan indeed.*

GAME: Q10 TANKBUSTER
LABEL:ZEPPELIN
MEMORY: 48K/128K
TAPE£3.99

Q10 TANKBUSTER



Q10 Tankbuster, if you haven't already copped on, is an aerial shoot'em up. And as with most other games of this genre the storyline remains simple; Find 'em and Shoot 'em. Zeppelin's Q10 aircraft seems to be closely based on the A10 Thunderbolt, but of course it isn't one. It flies from Allied bases in the Mediterranean to several local war theatres seeking out good movies and eliminating enemy tank formations, gun emplacements and various types of aircraft (some easy, some nasty and some very nasty.)

The horizontally scrolling graphics are very simple, consisting of black, blue and red objects and sprites yellow or white backgrounds. Although these combinations are reasonably clear it is a pity the programmers didn't take the option of full colour graphics with solid sprites or else purely mono graphics throughout with increased sprite detail. However everything does move around on screen smoothly and response to joystick or keyboard control is immediate and precise.



▲ *The A10 takes outa wave of fighters with his mighty cannons.*



▲ *It's game over man!*



▲ *Try not to allow two waves on screen at once- especially when they're travelling in opposing directions- as it makes it hard to dodge.*

My favourite bit of gameplay has to be the dive bombing routine. Dip the plane's nose and watch it pick up speed, going into a steep arc of descent, then release your bombs. Well, it's not quite electrifying but then it's not bad for a budget game either.

Almost as soon as you begin playing you'll notice that acquiring extra fire power is essential. Q10 is very busy, there can be multiple enemies all on screen at once, all looking for a piece of your hide. From this point of view the game is quite challenging and can get difficult. It's just as well therefore that there are weapon power-up options available. Once you shoot down a specially equipped enemy aircraft (like a helicopter) you can pick up a weapon icon. The first time this happens you'll acquire an armed drone which flies above the plane and shoots in unision, effectively doubling your fire power. The next icon you collect will give you another firing drone, flying underneath and further icons will supply devestating cluster bombs.

There are several levels in Q10, over both land and sea. Each one has literally hundreds of enemies and a death dealing end of level guardian. As you've only got three lives to complete the game you'll need to get in a lot of practice to stand any hope of winning.



▲ *Bust that tank and watch out for those 'planes.*

Unfortunately, although it is a fun game to pick up and play, it is all to easy to put Q10 Tankbuster away again after half an hour or so. It's got little or no addictivity. Sure, there's no lack of action but action isn't everything. The game looks too plain and its' unrelenting difficulty level and three life limit means that it's far too easy to get bored. Nevertheless, die hard shoot'em up fans with quick reacting joystick arms might just find a use for this game.

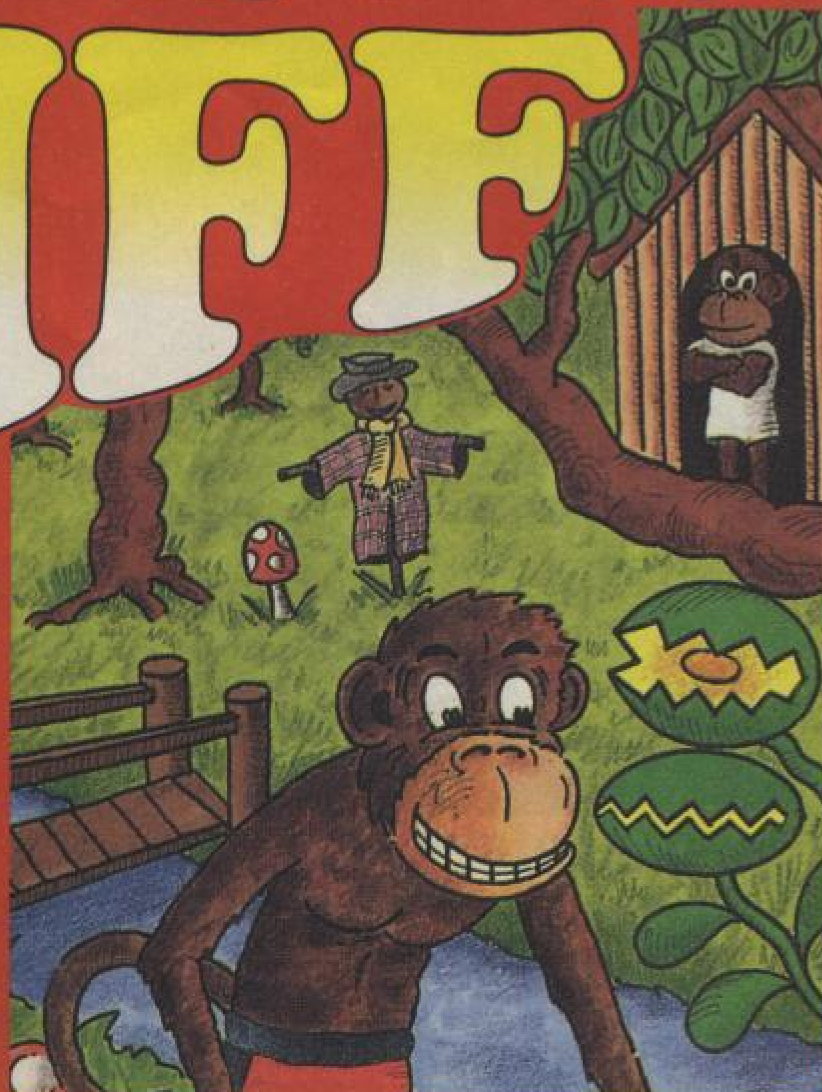
scores

GRAPHICS	70
SOUND	68
PLAYABILITY	71
LASTABILITY	59

OVERALL 67%
Garth Sumpter

If you're a shoot'em up addict then Q10 might just quench your appetite for a few hours. Be warned though, it does get frustrating.

BIFF



GAME: Biff
LABEL: Beyond Belief
MEMORY: 48K/128K
TAPE£3.99

▼ Oh oh... those sculls look nasty.



Scores

GRAPHICS	79
SOUND	68
PLAYABILITY	66
LASTABILITY	72
OVERALL	70%

Steve Keen

I liked this game, it's colourful and reasonably detailed and there are enough puzzles to keep most players happy for quite a while.



▲ Fall into that hole and meet your doom!

Ooo luv, fancy a cup o' tea? Tarzan had one, Michael Jackson has one and now it's your chance to partake in the fun and frolics as you guide your very own chimpanzee through the deep and dangerous jungle back into the clutches of his dearest mummy once again.

I am of course referring to Biff, the naughty young chimpanzee who was just far too cheeky to his mother and wouldn't eat his Shredded Wheat. Mothers won't stand for all this sort of nonsense as we all know too well and so she has chucked him out of the family abode, without so much as a by-your-leave, never to return until he has redeemed himself. Well after a few nights on the town the cheeky young pup has now decided that his beautiful home was indeed a very nice place and certainly wasn't half as bad as he had made it out to be, well it was certainly better than the cold old jungle anyway. And so he begins the long trek back to the centre of his mother's heart.

▼ It's a good job Biff can jump, he gets a lot of practice





▲ Crikey, watch out for that Parrot!

Biff is a horizontally scrolling platform/puzzle adventure with lots of areas, some hidden, some not, lots of items to collect and lots of enemies to avoid. Items he can pick up along the way include axes wire cutters, power cards (which look suspiciously like Access credit cards), a torch etc. All these objects have their uses but only in specific parts of the game. It's up to you to find out which part. You can only carry three objects at any one time but selection is quick.

Biff must face the most ferocious enemies ever known to animal kind. Unfortunately, the first time you see the baddies you are likely to mistake them

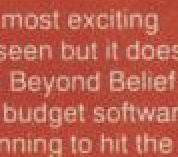


for goodies as they all look pretty innocuous but mahn, be careful, these suckers can really sap Biff's strength. On the subject of strength Biff starts out with what looks like a lot but it disappears very quickly so don't take too many chances.

The graphics are colourful and make the game fun to watch but unfortunately control of the main sprite leaves a lot to desire. In short he's not very responsive to commands. I also found the scrolling system a little annoying, though it's by no means the worst I've ever seen. On the plus side of things there are a wealth of options for setting up the playing screen, ie. changing colours setting up the position of the status box etc. And all of this does add up to novelty value.

Biff isn't the most exciting game I've ever seen but it does seem as though Beyond Belief, a relatively new budget software house, are beginning to hit the mark as far as game quality is concerned. If you're into puzzle adventures of the Dizzy/Seymour genre then it's worth a look.

Alan



Not really my cup of tea, Biff has a lot of potential but you have to get used to the style of gameplay and the presentation of the puzzles before you really get in to the game. Unfortunately I have very little patience with puzzle games of this sort, and even less when sprite control is rather suspect too.

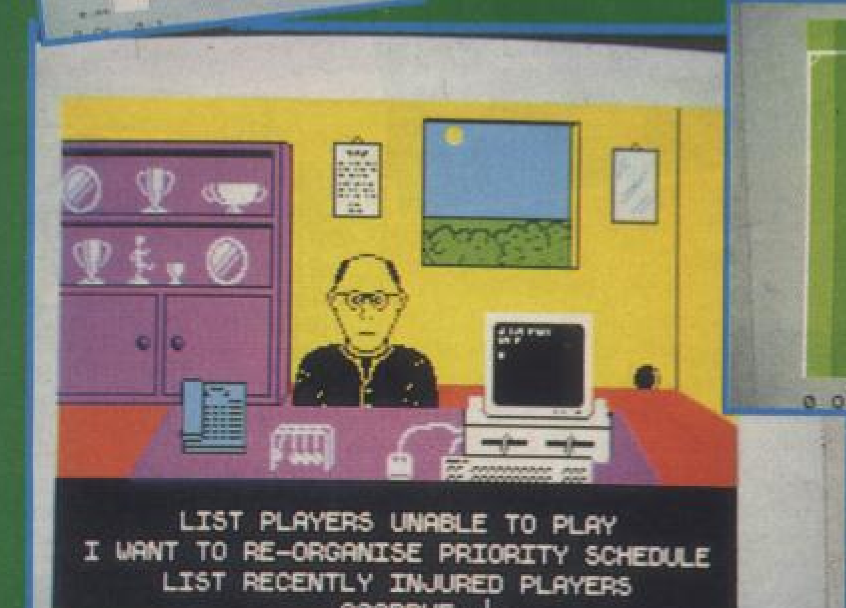
It's funny but I've always thought of Jimmy hill in terms of the Sheriff of Nottingham, of Robin Hood fame. I know he's a very nice guy but that beard does it every time.

MATCH of the DAY

Zeppelin



How long has Match of The Day been on television? This is the first fully licenced game out to feature the Match of the Day theme and as soon as I heard about it my interest was immediately aroused. In fact my first reaction was "how the hell are they going to make a game out of Match of the Day." Well they've done it and it's yet another football management Sim. However this one has the official backing of the BBC and includes those ever so famous footie lads, Jimmy Hill and Desmond Lynam. Hurrah !



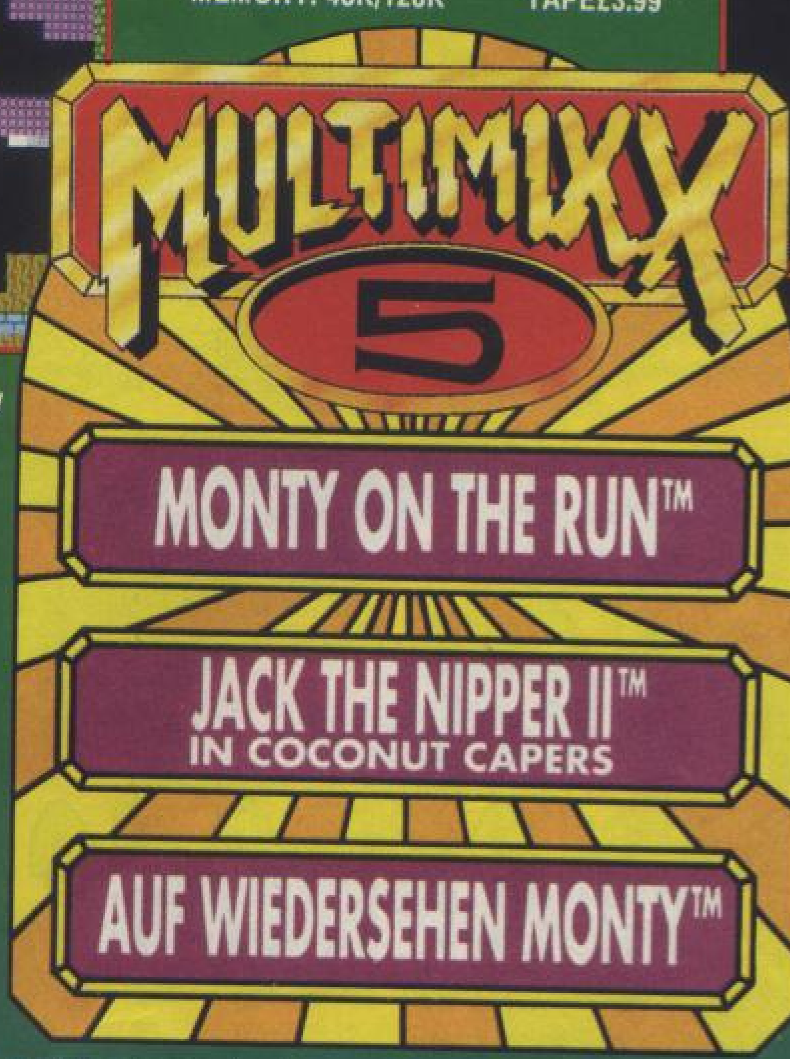


The game starts in the manager's office which is equipped with a computer, a telephone and a diary. From this office you go through the whole gamut of managing a super fit (well allegedly) so league team through to the championships. Your diary tells you what's going on in the outside world from the point of view of games, training routines etc. Your computer gives you data on all the players and the phone enables you to communicate (with people like Des Lynam) and invite them to wild soccer manager parties.

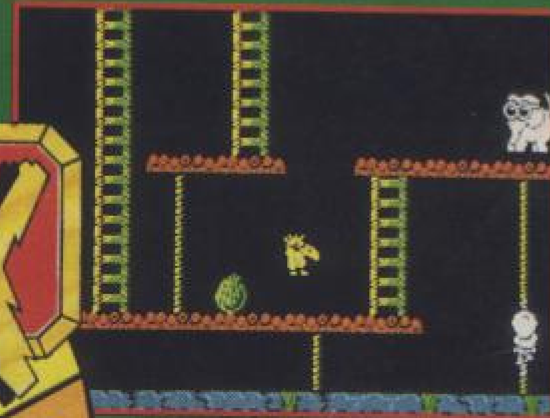
In the final analysis everything comes down to money. Having enough money to get the finest trainers for your team, to scout and pick up the best players for your team. The match of the day bit comes into it all when you watch the highlights of each of your games with full commentary from two, now rather famous, TV chappies.

Yes, I know it's another Management simulation but hopefully the BBC tie in and the appearance of some famous laddies will bring it head and shoulders above the rest. We'll just have to wait and see, but in the meantime... Dan, dan, da, da, da, da, da, da, dah... It's Match of the Day.

GAME: Multimix 5 LABEL: Kixx
MEMORY: 48K/128K TAPE£3.99




Life is difficult when you're a mole, especially if the fuzz is chasing you!


The nipper climbs up into more trouble. Where will this naughtiness end?

Kixx are going great guns with their budget compilations, and here's the fifth in the series, starring three games which were all hits in their times.

Monty On The Run stars everyone's favourite coal-pinching mole in the sequel to the Miners' Strike propaganda laff, Wanted - Monty Mole. Monty has been nicked and locked away in Scudmore Prison. You control him as he makes his daring break for freedom in one of the best-selling games of the last decade. Monty must reach the English Channel and jump a ferry before he's caught by the fuzz (Gumph!). Collect gold coins which are lying around and pick up items needed by Monty to assist him in his escape.


The mole gets excited and tries a spot of hang gliding.

Monty On The Run is looking fairly rough around the edges these days, but there's still that spark which put the game at the top of the chart all that time ago. Lots of you are probably too young to have bought Monty On The Run first time around, so don't miss out on the chance to get it now.

Jack The Nipper II - In Coconut Capers is another reason to splash out immediately on Multimixx 5, simply because it's so cute! Naughty Jack and his long-suffering family have been thrown out of the country. However while flying over a jungle the nipper leaps out of the plane, using his nappy as a parachute for a safe landing. Once he's got his feet on firm ground, Jack begins his quest to bring naughtiness to the natives in a brilliant platform adventure.

Graphically it's gorgeous - brilliant sprites showing all the characters with big soppy eyes - apart from Jack of course, who looks as wicked as you'd expect him to be! Loads of colour is splashed around the playing area and sound is quite jolly too, but the fact is you can find yourself lost in naughtiness of the highest order, and that's why Jack The Nipper II - In Coconut Capers is such a hoot.


Watch the naughtiometer at the bottom of the screen it tells you how you're doing.



Platform adventures with some extra grit, Monty Mole!

The last of the batch, Auf Weidersehen Monty, is the third episode in the Monty Mole saga. Monty has found his way to Europe and is desperate to buy the island of Montos - an island so far out of the way that no-one knows of its existence, allowing our garden-destroying chum to live out his days without fear of extradition. What this basically boils down to is a platform romp across most of the countries that make up Europe, with short dodge-the-baddies-in-planes sequences when you're flying from one country to the next.

Auf Weidersehen Monty is by no means a bad game, but there's no real difference either in terms of presentation or gameplay (except for the flight sequences and they're hardly heart-stopping) between this and Monty On The Run.



Oh no, how is Monty to get across the water? Swim? Burrow?

At the end of the day, anyone with half a brain will buy Multimixx 5, for two reasons; the first is that there are three solid platform games here, and at the price being asked the package is a bargain. Secondly, it's a fond look back in time to the days when the Speccy ruled supreme - and certainly when a coal-stealing mole was better-known than a short plumber with a silly moustache.

Alan



Kixx are known for bringing out classic games at a more than affordable price on their Multimixx Label and boy oh boy they've done it again!

scores

OVERALL 82%

Paul Rand

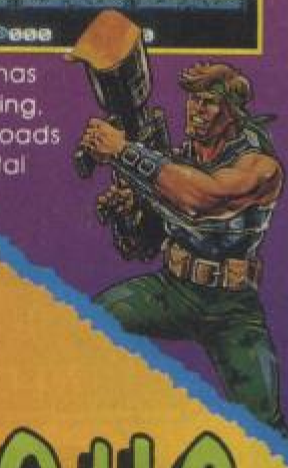
Ah, the nostalgia of it all! Three one-time smashes on one tape for the same price as one budget game has to rank as excellent value for money!

MIDNIGHT

GAME: Midnight Resistance LABEL: Hit Squad MEMORY: 48K/128K TAPE£3.99

The trouble with having top scientists as relatives is that they are bound to be kidnapped at some stage in their careers - and yours is no exception. The old grandad has gone missing, taking loads of vital military secrets with him and, as a crack commando with fearsome weapons training, you're the best man for the job of getting him back into safe hands. So get out there and start rescuing, in this conversion of the Data East coin-op.





It's shoot 'em up action all the way, with all the usual things you'd expect to find in this sort of game - plenty of baddies to toast, lots of extra items and weaponry to pick up, and big bosses to avoid and destroy if you're to get further than the first level.

When Midnight Resistance first cropped up on the Spectrum, we thought it was absolutely incredible, dutifully awarding it a Classic. These days, it's still looking practically as good as it always has done.

RICK DANGEROUS

GAME: Rick Dangerous LABEL: Kixx MEMORY: 48K/128K TAPE£3.99

scores

GRAPHICS	84
SOUND	70
PLAYABILITY	86
LASTABILITY	85
OVERALL	84%

Paul Rand

Definitely one of the better examples of arcade adventuring on the Speccy. Rick Dangerous looks smart and plays brilliantly, with more than enough game in there to last you until the next Indy film is released.

Forget that archaeologist geezer. He's a bit of an old woman compared to Rick Dangerous - and he even wears the same hat! Copy cat.

Mr Dangerous is half-way through a relaxing flight when his plane decides to run out of fuel and nose-dive into the jungle - just next to a lost Aztec temple full of marauding tribesmen! Would you believe it? So begins the first adventure of the most intrepid explorer since Jones. Programmed by Core Design who're better known these days for creating cracking 16-bit games such as Heimdall and Thunderhawk.

Rick enters the temple armed with a big stick, some dynamite and a pistol. The last two items are in limited supply and so must be used sparingly. Don't be too down-hearted though, as there are further supplies scattered throughout the temple. Not only must these weapons be used to do away with the natives, they also come in useful in disarming the many traps which the tribesmen have built to get rid of unwanted visitors to their abode.









Rick Dangerous a fairly bog-standard arcade adventure, but this time the hackneyed platform collect 'em up is spiced up with good graphics and addictive gameplay. Some of the traps are extremely puzzling, calling for a fair wodge of forward planning, and it's vitally important that those bullets and sticks of TNT are used sparingly - you'll find that they're most needed just when you have none left! A big Spectrum hit at full-price, Rick Dangerous should do just as well this time around.



Alan



I've always found Rikky good fun and challenging to play. It's a fairly standard platform game but good detection and plenty of action make it a budget hit.



ACTION:

GAME:ACTION FIGHTER LABEL:KIXX MEMORY: 48K/128K TAPE£3.99

It's Nigel Mansell in the last few miles of the race with only Piqet to beat, but Piqet refuses to give way. There's only one means of getting past, blow his hide into oblivion! Nigel releases his missiles and in a flash of light his foe explodes into a million tiny pieces. Nigel, as usual, is victorious. And why not, he has the eyebrows!

Alan



A moderately enjoyable game which is spoiled by the flying car section, where bad graphics make it difficult to see bullets coming at you. It could still have some of you coming back for more though...just like MacDonalds.

You've been sent on a mission by the President (God bless George Bush, he loves sending people on dodgy missions) to stop an enemy force from attacking. In fact Action Fighter doesn't really specify what you've got to stop these enemies attacking or what president you're actually defending, so you can make up something like, "you're on a mission to stop the evil forces of Ramsey Street from attacking Albert

RESISTANCE

Sprites are excellent - chunky and smoothly animated, like their coin-op cousins, while the action is fast, furious and highly addictive from start to finish.

In short, Midnight Resistance is a right good game - and that's official.

scores

GRAPHICS	86
SOUND	78
PLAYABILITY	88
LASTABILITY	85
OVERALL	87%

Paul Rand

An attractive coin-op conversion which has lost none of its addictive qualities since it was first released.

Alan



Ah yes, those lazy hazy days of summer. As the evenings got longer all the young people used to get out and about on idyllic countryside hikes or adjourn to the local park for football matches. Me? I sat in and played Midnight Resistance... and had much more fun.





Alan



I have to agree with paul on this one. Navy Moves is quite a good looking game, it's just that it's too frustrating to play. Check it out if you liked Army Moves though.

GAME: Navy Moves LABEL: Hit Squad MEMORY: 48K/128K TAPE£3.99

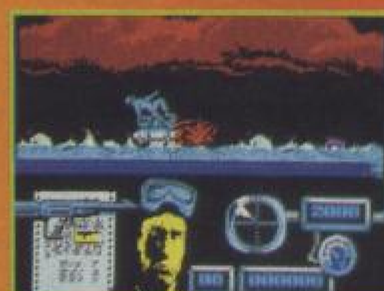
NAVY MOVES



Bet you thought you'd seen the last of the enemy in Army Moves - if you ever managed to get to the end. Well you were wrong, chum. Those bad lads have gotten their sweaty paws on the top secret U-5544 nuclear submarine, armed to the teeth with the latest radar-homing torpedoes. Now they're intent on sailing into a major shipping area and causing all sorts of explosion-related havoc.

Time for you to take off that flak jacket and slip on your life jacket, as you take to the water and begin Operation Octopus; also known as Navy Moves.

The game is split into two parts. Part one contains three zones: the sea surface, with you going up against soldiers



piloting brand-new six-speed Suzukis - very fast, very dangerous. Following that, it's time to search for the entrance to the enemy base and capture a bathysphere, while at the same time doing battle with scubadivers and man-eating sharks.

Then it's into the bathysphere and on to the nuclear sub, trying to keep your head while those around you, such as giant octopi and sea monsters, lose theirs. Part two involves breaking into the sub-marine and placing a time-bomb near the nuclear reactor, before escaping with your life! Not only that, you'll need to recover identification codes from a variety of enemy officers so that you can communicate with the sub's computer to open locked doors and suchlike.

Navy Moves looks very nice but, like Army Moves before it it's just too difficult. You'll be killed time and time again for no reason other than frustrating gameplay and, after a while, it all becomes too much.

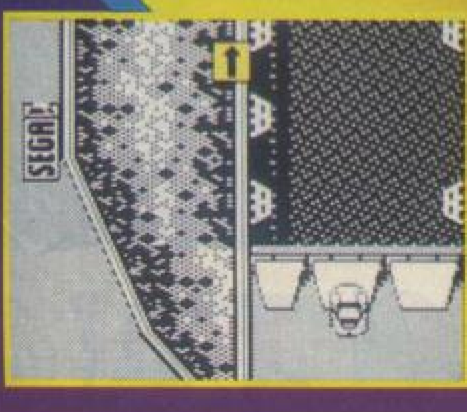
scores

GRAPHICS	81
SOUND	67
PLAYABILITY	68
LASTABILITY	60
OVERALL	68%

Paul Rand

A potentially great game, ruined by dodgy difficulty and gameplay problems on most levels, leading to annoyance and frustration. Too many trying to kill you, too many for you to kill.





FIGHTER

scores

GRAPHICS	68
SOUND	74
PLAYABILITY	80
LASTABILITY	69
OVERALL	75%

Cyril Hirelle

There are five levels in Action Fighter, a game which works rather well on Spectrum. Playability is as smooth as a baby's bum but substantial difficulty makes playing the game rather like walking a tight rope.

Square and it's great leader, President Dot Cotton." Yes, that should do it.

Shoot cars, bikes and helicopters in a helter skelter harem scarem racing shoot 'em up. Once you kill a certain number of enemies tokens come down from the heavens (it's a miracle I tell you), lettered from A to F. Collecting these tokens enables you to transform from a bike, to a car, to a flying car.

The graphics are monochrome (black and white), clear and simple except when you turn into a flying machine where everything turns blue and white and it gets very hard to see what's going on (I really don't like this section of the game). Sound is good with plenty of gun shots explosions and music to keep everyone happy. Which is precisely what Action Fighter should do for racing fans who want their lives spiced up a little.

scores	
GRAPHICS	78
SOUND	68
PLAYABILITY	80
LASTABILITY	81
OVERALL Alan Dykes	80%

The amount of fiddling around on the keyboard for certain controls in Airborne Ranger can be annoying, but overall, once you get used to this, the game is worthy of your cash.

AIRBORNE RANGER

If you've ever wondered what it would be like as an Airborne Ranger but never fancied the crewcut and fatigues, this could be your chance to catch up on your lack of experience.

See, there's a bit of a war going on, and the army need heavily armed strike teams and tank platoons to carry out daring raids on the enemy, thus demoralising them and cutting off supplies. But what with defence cuts and everything, your superiors can only afford to send one person in - and it's lucky old you.

Airborne Ranger is an eight-way scrolling shoot 'em up with quite a strong strategy element. Before each mission,you are flown over your target,dropping each of your three supply packs where you think they'll come in handy, before parachuting into the drop zone and preparing for battle. Your ranger must then run, walk, crawl, shoot and bomb his way to his target and shoot, destroy, sabotage or kidnap it, depending on his orders for that mission.



I wanna be an Airborne Ranger, I wanna live...

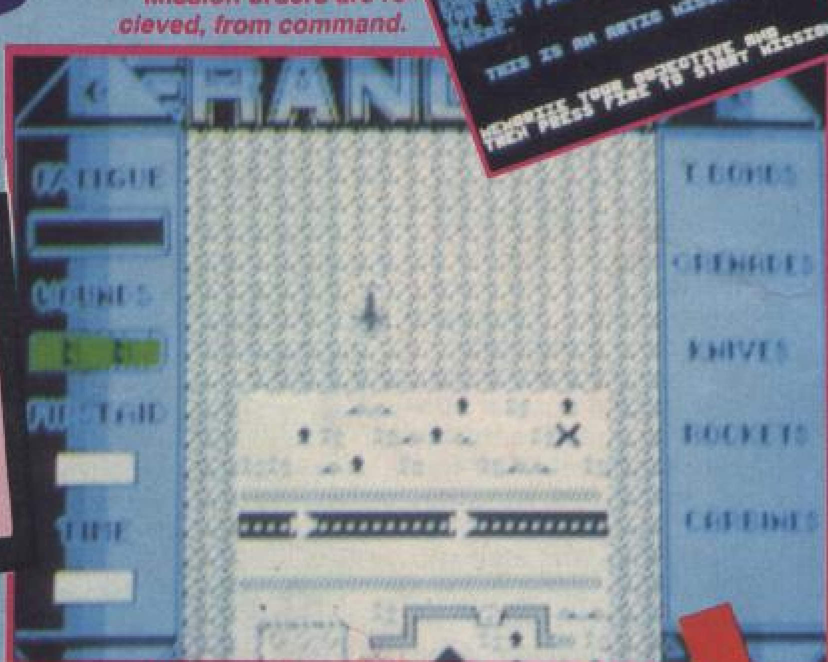
GAME: Airborne Ranger

LABEL: Kixx MEMORY: 48K/128K

TAPE£3.99



Mission orders are recieved, from command.



Drop your supplies off then close in for the kill. A different sort of game.

Mr Ranger sir has quite a large armoury at his disposal. As well as his trusty carbine, he is in possession of a limited supply of grenades, time bombs (with varying timers) and anti-tank rockets. Still, this often doesn't do him much good against machine gun nests and tanks, so stealthy infiltration is the order of the day.

Airborne Ranger is an interesting and diverting alternative to the swarms of platform games and shoot 'em ups that generally comprise budget titles. The elements of strategy and stealth make the game a lot more involving than most, and the clear, detailed graphics do justice to the gameplay.

Garth



An interesting shoot 'em up variant which is sufficiently enjoyable and challenging to make it worth a look, although the key controls are somewhat fiddlesome.



TURRICAN

GAME: Turrican 2 LABEL: Kixx MEMORY: 48K/128K TAPE£3.99

The man with the shiny metal armour is back, and this time he's brought a really big gun. Everyone's favourite cyborg Turrican returns to the Spectrum screen in this budget re-release of his second violence-packed adventure.

Turrican is a cyborg with a mission, and suffice is to say that it involves killing inordinate amounts of aliens to ensure universal peace and freedom (except in the immediate vicinity of Turrican himself, that is).

Alan



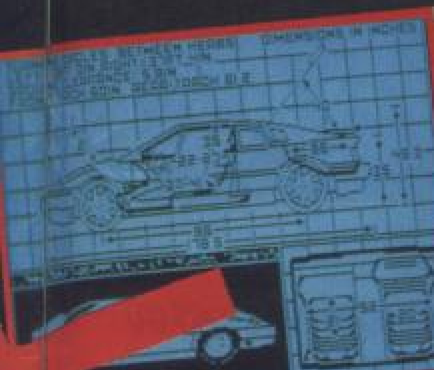
There's nothing really wrong with Turrican 2 other than its lack of originality. There are a hundred other games like this, and I must admit I didn't like it as much as the first installment. However it's good action all the way and I can still recommend this game.

Turrican 2 is a platform shoot 'em up much in the mould of the original Turrican. Turrican must traverse this landscape, killing all he sees. To aid him in this crusade, Turrican's gun has a handy seek and destroy gadget attached to it, which is activated by keeping the fire button held down. Whilst doing this, Turrican cannot move, but his laser homes in on any nearby opponents, causing them to die with the minimum of hesitation.



Run across that bridge!!

GAME: Lotus Esprit Turbo Challenge LABEL: GBH MEMORY: 48K/128K TAPE£3.99



LOTUS ESPRIT TURBO CHALLENGE



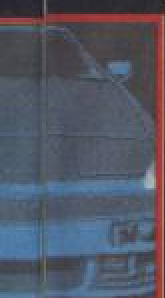




I've wanted to drive a Lotus Esprit Turbo ever since Mr. Bond himself, Roger Moore blasted his one around in the 'Spy Who Loved Me'. Gremlin first launched this game in 1990 and I'd almost forgotten about it when suddenly, like a Sheffield based Q, GBH drove it onto my desk yet again.

"The name is Al... Big AL'", I said as I pulled on my driving gloves, deserted all the lovely ladies and headed out on the road in my white Lotus Esprit Turbo. There are in fact no less than 32 different roads to burn up in this game; seven easy, ten medium and fifteen hard, though the terms easy and medium are loosely applied in this instance. There is an option on automatic or manual gears and to be honest I would heartily recommend the auto box as it considerably eases the job.

The featured courses are planned against a background of lush, wood lined European style countrysides, dusty desert tracks, and ice covered highways. Luckily one doesn't meet much traffic coming in the opposite direction because control is, to say the least loose, but this does add a bit of spice to the game. One of the more unusual aspects of Lotus is the car's ability to steer while in the air after driving over a particularly big bump in the road... This just about makes up for the sad lack of underwater gear which Bond's Lotus had.



Turbo Challenge operates in single or two player mode. In two player mode the screen splits in half with a car featured simultaneously in either section. This makes for some very competitive racing indeed! Graphics are monochrome but very well defined and sound consists of a fine variety of tunes as well as engine sounds in 128K mode but just engine noises in 48K mode.

Lotus Esprit Turbo Challenge is definitely one of the better outright road racing games available on the Spectrum and it's not really that long since it was out as a full price. If you're into this sort of action it's well worth taking a look at this game.

scores

GRAPHICS	83
SOUND	76
PLAYABILITY	84
LASTABILITY	86

OVERALL 86%
Alan Dykes

This is one hell of a racing game, It's got lots levels with big increases in difficulty and your Lotus doesn't seem to mind bashing around on track side obstacles - within reason. Well worth a look as a budget title.

Garth

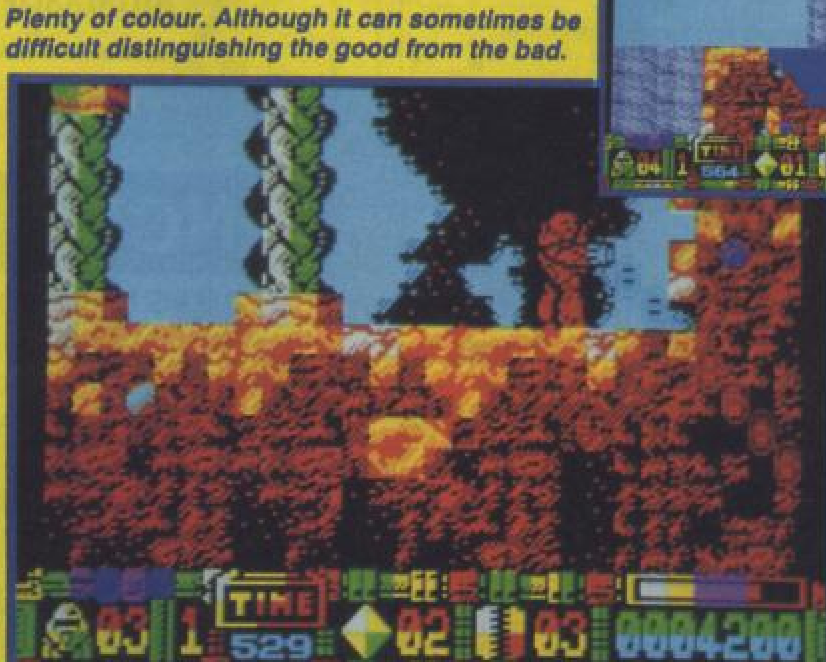


Call me a boring old fogey but I've never been very keen on this game. I found control a little too loose and the two player mode looks too squashed up for my liking. That's what I thought of it as a full pricer anyway. However as a budget I must agree that it warrants a look.

2



Plenty of colour. Although it can sometimes be difficult distinguishing the good from the bad.





Who is that large metal robot type psycho?



The graphics of Turrican 2 are certainly colourful - it's just a shame about all the attribute clash this causes. This self same colour problem can make it very hard to see incoming projectiles until it's too late, as well as looking somewhat messy. Still, playability is still there by the shovel load which is what you really want in a shoot 'em up, in the final analysis. The controls are a little slow (especially for fire), but as the emphasis is more on the platform part of the game anyway this doesn't really ruin things.

Still, when all's said and done, Turrican 2 has been seen and done numerous times before, and a lot better in some places.

scores

GRAPHICS	68
SOUND	71
PLAYABILITY	73
LASTABILITY	71

OVERALL 72%
Ed Laurence

If you're a real platform shoot 'em up fan and really want to spend £3.99, Turrican 2 is for you. It's got more action than you could ask for and more aliens than you could wish for.

SUpermart SUpermart

TO ADVERTISE IN SUPERMART CONTACT TINA ZANELLI ON 071 972 6700

PHONE LINES



If you are 18 years of age please obtain permission of whoever pays the phone bill. Max cost of a call £2.70 Cheap £3.60 All Other Times. INFODIAL PO Box 36 LS1 4TN Call charges 36 Per Min Cheap 48p Per Min All Other Times.

ONLY POOLS AND HORSES

FOOTBALL BOXFORM WRITTEN BY A FORMER POOLS EXPERT FOR LITTLEWOODS. THE PROGRAM HAS FORECAST OVER 50% MORE DRAWS THAN WOULD BE EXPECTED BY CHANCE, HOMES, AWAYS AND DRAWS SHOWN IN ORDER OF MERIT TEAMS AND TRUE ODDS GIVEN FOR EVERY MATCH. MERIT TABLES SHOW AT A GLANCE THE TEAMS CURRENTLY IN FORM AND THOSE HAVING A LEAN SPELL. AUSTRALIAN POOLS PROGRAM INCLUDED IN THE PRICE.

SUPER PLANNER BY THE SAME AUTHOR. FULL DETAILS GIVEN OF **OVER 400 ENTRIES** COVERING UP TO 57 SELECTIONS, INCLUDES **SINGLE & MULTIPLE** ENTRIES OF LIT PLANS, V-PLANS, EXPRESS, MAIL & MIRROR PLANS, FULL PERMS ETC. ALL ARE **FULLY CHECKED** IN SECONDS BY YOUR COMPUTER.

RACING BOXFORM SPEEDILY PRODUCES AN ORDER OF MERIT FOR EACH RACE. DESIGNED FOR FLEXIBILITY ALLOWING USERS TO AMEND THE PROGRAM IF THEY WISH. PRICE STILL INCLUDES THE HIGHLY ACCLAIMED HANDICAP WINNER - MORE THAN 1000 WINNERS EVERY YEAR OVER 25% OF THEM AT 5/1 OR BETTER.

PRICES (TAPE OR DISK) £19.95 FOR ONE, £29.95 ANY TWO, £39.95 ALL THREE

FOOTBALL TOOLKIT FOOTBALL BOXFORM, SUPER PLANNER AND A PLANNER TYPE PROGRAM COVERING LITTLEWOODS BLOCK PERMS.........£34.95

RACING TOOLKIT RACING BOXFORM PLUS 5 FURTHER PROGRAMS WHICH ENABLE YOU TO KEEP YOUR OWN RECORDS, PRODUCE AND AMEND FORM AND TIME RATINGS, & WORK OUT ALMOST ANY BET...........£34.95

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO BOXOFT (SU) 65 ALLANS MEADOW, NESTON, SOUTH WIRRAL L64 9SQ
TEL: 051 - 336 2668

VISA

P.C.G.

61b School Street
Barrow-In-Furness
Cumbria
LA14 1EW

Spectrum & SAM Software:

WordMaster the word processor	£14.95
Headliner graphic & title designer	£12.95
Typeliner desktop publisher	£18.95
DTP Pack (all three above programs)	£37.95
DTP Font Packs now availaule	£7.95
Font Packs #1 and #2	£12.95
Art Disks for SAM/Disciple & Plus D	£4.00

Prices for tape or 3.5" disk. For +3 disk add £2.00

Dot-Matrix Printers:

Citizen 120-D high quality NLQ printer	£150
Star LC10 superior quality, many features	£170

+3/+2A Cable: £10.95 48k/128/+2 Interface: £25
All printers are compatible with the DTP Pack.

Atari ST Computers

520 STFM Discovery Pack with 4 games	£279
520 STE Power Pack with 20+ ST games	£369

● ● ● FREE UK delivery on all items! ● ● ●

The DTP Pack

With the DTP Pack and an ordinary dot-matrix printer you can produce letters, signs, leaflets - even your own newspaper! The most powerful suite of software available for the Spectrum, for all systems from the 48k to the +3 and SAM!

Atari ST

If you're looking beyond the Spectrum, the Atari ST is the computer to go for. With 512k RAM, disk drive & mouse it's a complete system with hundreds of games, utilities and business software available.

Want more details? Send a S.A.E. now or Phone 0229-836957

REPAIRS

SINCLAIR REPAIRS & SPARES

Spectrum 48k, +	£18.00
Spectrum 128k, +2	£25.00
QL	£27.00

Prices are inclusive of labour, parts and postage.
Many spares and leads in stock.
ACE REPAIRS, Dept SU, Outways Farm, Pelynt, Looe, Cornwall, PL13 2NW
Tel: (0503) 20282

SPECTRUM S/WARE HIRE
FREE MEMBERSHIP

Over 1,000 Titles
Monthly Prize Draw/Newsletter
* ALL POSTAGE PAID (1st Class)

Send SAE to:
SSH (SU), 32 Dursley Road. Trowbridge, Wiltshire BA14 0NW

THE "HACK PACK" - £8.99

The ultimate hacking package created by a professional hacker. Six programs which enable you to hack or crack any protection on any game. Find infinite lives, disassemble code - the scope is limitless. Complete with special instruction booklet featuring expert hints 'n' tips and example hacks.

SPEEDY LOAD/SAVE - £4.99
Convert your own programs to fast load.
20 CHARACTER SET FONTS - £4.99
INTERRUPT SOUND EFFECTS - £3.99
Create amazing interrupt driven sound effects that run without stopping program execution.
PROGRAM PROTECTION KIT - £4.99
Expert routines for your programs to protect them from prying eyes. Developed over years.
DRUM BEAT MACHINE - £3.99
Add your own rhythms to your programs.
GAMES AID - £3.99
Toolkit of routines and tips to help creating games.
POKES GALORE - £3.99
MESSAGE SCROLLER - £2.99
DOUBLE HEIGHT PRINT - £2.50
SPi - DROID - £2.99 LASER WAR - £2.99
Send two 1st class stamps for FREE catalogue
Please add 50p P&P unless ordering more than one program

SIGMASOFT DEPT SU5, 8 Pine Dale Rainford, Merseyside, WA11 8DP

SINCLAIR SUPPLIES

+2 COMPUTER (INC 24 GAMES)	£99.99
+3 COMPUTER	£99.99
64K WAFES X2 £9.99 X5	£15.00
MEMBRANE (48/+QL,ZX81)	£10.99
48/128/+2 POWER PACK	£14.99
+2A/+3 POWER PACK	£19.99
DEFENDER OR MAGNUM LIGHTGUN	£14.99
KEMPSTON INTERFACE	£12.99
KEMPSTON JOYSTICK	£6.99
SPECTRUM DATACORDER	£24.99
+3/+2 CASS LEAD/ +3 J - STICK ADAPTOR	£5.99
+2/+3 SERIAL/ PARALLEL CABLE	£9.99
DUSTCOVER 48+128, ++2, +3	£2.99
4 CF2 DISCS	£8.00
PLUS 2/ PLUS 3 INST MANUAL	£14.99

SPECTRUM REPAIRS

Only £15 if repairable. Send machine only, plus fault description. Phone for 128/ +2/ +3 prices. **FAST SERVICE.** Send CHQ/ PO to:
Omnidale Supplies, 23 Curzon Street, Derby DE1 2ES
Tel: 0332 291219. Delivery normally within 7 days

VISA

SUpermart SUpermart

TO ADVERTISE IN SUPERMART CONTACT TINA ZANELLI ON 071 972 6700

Have you got something to sell? Do you want to get in touch with other Spectrum owners? If so.... this is the place! Private linage ads cost only £6.00 (inc VAT) for up to 30 words: or if you are a small business only £20.00 (inc VAT) for 30 words

Send your copy details in the opposite space with a cheque or PO made payable to:

Sinclair User, Priory Court,
30-32 Farringdon Lane, London, EC1R 3AU.

Please note: Your advert will appear in the first available issue.

next month



AGGH-IT'S ANOTHER MONSTER ISSUE

GAMES GALORE!!

As the Summer draws near you'll want to know what to spend your time playing with... Find out right here in S.U/CRASH FIRST

PLUS

BIG AL'S GARDENING TIPS

How to grow a Spectrum in your Back Yard !!

Reviews, Previews, more Great Compos and yet another Super Great 8 Tape.

OUT 18TH MAY

100% MEGADRIVE

THE BEST ADD ON MONEY CAN BUY FOR YOUR MEGA DRIVE IS HERE!

The definitive complete games guide with every title individually reviewed & rated.

- **More Power packed Megadrive info than all other "so called" Sega Mags put together**
- **Over 100 Essential games reviewed in full colour**
- **The Latest MegaCD Rom news revealed**
- **Exclusive hot news in Britains' first Megadrive only Monthly Mag!**

NOW ONLY AVAILABLE THROUGH MAIL ORDER

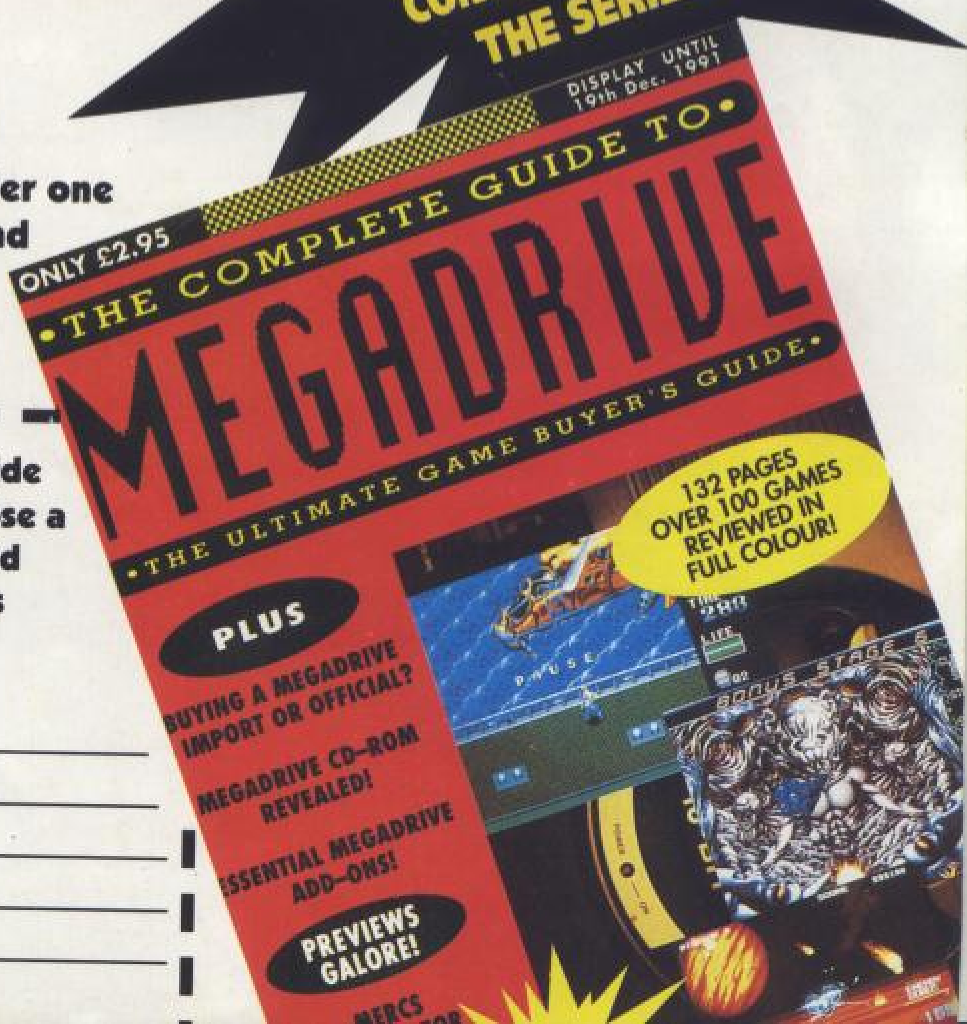
Every thing you wanted to know about the Megadrive PLUS superb playing guides to the greatest Megadrive games.

ALL THIS AND MORE IN THE COMPLETE GUIDE TO MEGADRIVE AT ONLY £2.95!

GET THE LATEST AND THE GREATEST CONSOLE GUIDE IN THE SERIES!!

Available in all good Newsagents now!!

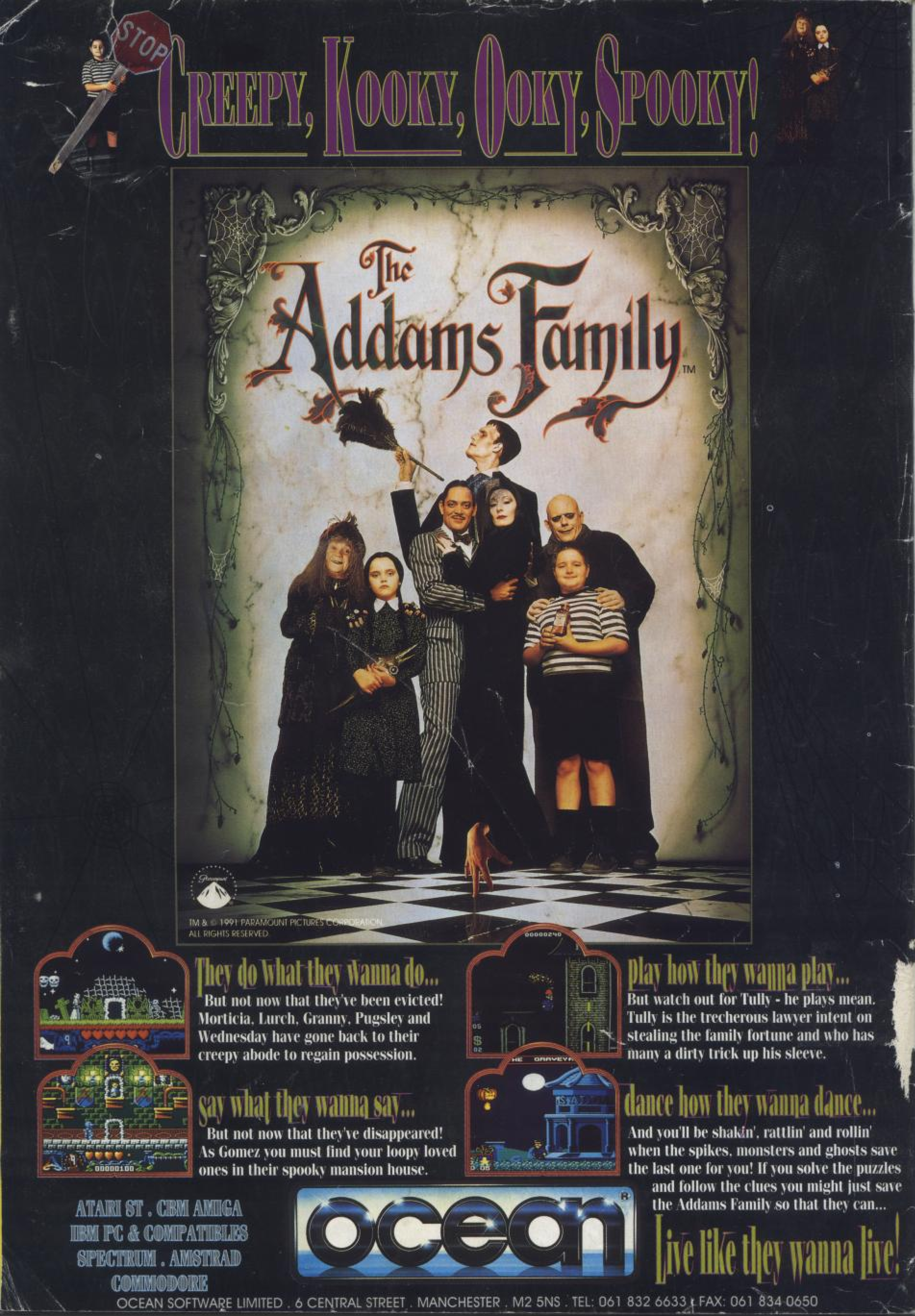
But if you live near bad newsagents, you can order one direct from us by filling out the coupon below and sending it to: Complete guide to Megadrive, Priory Court, 30-32 Farringdon Lane, London, EC13AU.



OOOH! QUICK! Send me a copy of the complete guide to MEGADRIVE because I'm really desperate! I enclose a cheque/postal order for £3.45 (£2.95 + 50 p post and packing) made payable to Mean Machines. Overseas orders send £5.00 cash (UK Sterling only)

Name ____________________

Address ____________________



Creepy, Kooky, Ooky, Spooky!
STOP
The Addams Family™
TM & © 1991 PARAMOUNT PICTURES CORPORATION.
ALL RIGHTS RESERVED.
They do what they wanna do...
But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.
play how they wanna play...
But watch out for Tully - he plays mean. Tully is the trecherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.
say what they wanna say...
But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.
dance how they wanna dance...
And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghosts save the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...
live like they wanna live!
ocean®
ATARI ST . CBM AMIGA
IBM PC & COMPATIBLES
SPECTRUM . AMSTRAD
COMMODORE
OCEAN SOFTWARE LIMITED . 6 CENTRAL STREET . MANCHESTER . M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650